SPECIAL ONE-YEAR ANNIVERSARY ISSUE!

Official Magazine

Dreamcast™

Issue 7: September/October 2000 www.DailyRadar.com

PLUS: THE TONY HAWK PRO SKATER DEMO!

TONY HAWK 2

The exclusive first look at the most anticipated Dreamcast game of 2000!

39 Top Games Previewed and Reviewed on 31 *PACKED* Pages

Massive New Tips Guide!

We go Code Crazy! **Crazy Taxi, NFL2K, NBA2K, Rainbow Six, Dead or Alive 2, Speed Devils, King of Fighters,** and more!

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GRANDIA 2: *Will it be the best RPG yet for Dreamcast?*

Sega Dreamcast.

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Tokyo Xtreme is meant as a simulation only. The models shown are not actual criminal suspects.

彼らは夜、狩をする悪魔。
我々の未来に対する過去からの声。
残忍で無謀で疲労を知らない者。
弱者を探し出しアスファルトの上で饗宴を開く、
それはコンクリートのジャングルに生息する飢えた狼。

彼らの生は意味を持たず、尊敬する者は自分のみ。
その血はオイルとガソリンで出来ている。
個性も名前も持たない機械は、その道を穢れ無き者の血で汚す。
彼らがその目に宿る炎を解き放つ時、
ゴムとグリースとアドレナリンは肉のように燃え上がるだろう。

彼らは戦闘の場である暗い、影の檻の中に棲んでいる。
過去に消された戦争の魂を持つ、忘れ去られた子供達。
その生は誰にも縛られないー法にさえも。
何者にも屈せず、強暴で、あなたのすぐ横にいる存在。
彼らの名は、Tokyo Xtreme Racers。

Tokyo Xtreme Racer 2

悪魔達はover 100 miles of highway上で
他者の安全も省みずにレースをする。

Hundreds of opponents から逃れる事は
不可能だ。 何故なら彼らもまた strong
competition を持っているからだ。

危険。死。

この脅迫者達は自分達を
ultra-super cool だと信じて
疑わない。彼らはその持てる
力の限りを尽くし闘う。
Emperor of the Streets の名を
手に入れる為に。

速度

路上にたむろする
流浪の一団は名誉ある
シンボルをcreate and
edit logosする。彼らの
忠誠心はこのシンボル
しか share しない。

RATING PENDING
RP
ESRB

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EXCLUSIVE!

みんな聞いて聞いて！この文章はね
キョーコが訳したんだって。
ありがと！

STYLE XTREME

ライアンがこの広告を作ったんだよ。
モデルはユミが見つけたんだって。
モデルさんいい味出してます！

2000

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毎月30日発売

Official Magazine
Dreamcast. September/October 2000

42

DREAMCAST BIRTHDAY PARTY 34

MANY ULALA'S 20

TONY HAWK PROSKATER 2 42

FEATURES

VALUE PACKED GAME JOURNALISM THAT REALLY SATISFIES

>TONY HAWK 2! 14

Tony Hawk's Pro Skater showed how much better a great game can be on a Dreamcast. Now the highly addictive skateboarding game has a sequel! This month **ODCM** travels to SoCal to chat with the Hawkman himself and play the new game.

>IT'S PARTY TIME! 28

One year and 5.5 million systems after the Dreamcast launch, **ODCM** and some of our favorite Dreamcast friends par-tay down and play some of the coolest Dreamcast party games out there.

DC*DIRECT*

NEWS, PREVIEWS AND GOSSIP PLUS! SPECIAL E3 WRAP-UP

Our take on the US game industry's biggest showcase of 2000! Winners, losers and, of course, booth babes.

COMING SOON

BECAUSE WE LIKE TO TEASE YOU... ALL THE GAMES YOU QUIVER FOR

NFL2K1/90
Online ecstasy...but don't play Chris

SPAWN: IN THE DEVIL'S HAND/56
An eyebrow-raiser in all respects

R2R: 2ND COMING/58
Last year's favorite gets even better

SOLDIER OF FORTUNE/59
Sometimes, even carnage isn't enough

ALIEN FRONT ONLINE/60
Alien back still unconfirmed

F355 CHALLENGE/62
Speeding nirvana; no speeding tickets

4x4 EVOLUTION/63
Finally, a good reason to drive an SUV

SONIC ADVENTURE 2/64
"This one goes to 11!"

GRANDIA 2/56
No, I swear...it's pixie dust

SILENT SCOPE/57
The scope goes *where*?

SOUL REAVER 2/68
Reave harder

VANISHING POINT/73
It was around here somewhere

STUPID INVADERS/74
It's our turn to probe them back

SLASHOUT/75
Arcade favorite gets a sequel

STUNT GP/76
Big cars, big stunts, big...well...

TOKYO XTREME RACER/76
"Slamming a 'Dew, will return in five"

EVIL TWIN/78
More evil for your money's worth

WWF ROYAL RUMBLE/80
A good wrestling game on DC? Really?

DEPARTMENTS

>DC-ROM/ 06

That shiny thing attached to the back of the magazine isn't just for decapitating enemies James Bond style. It's loaded with demos; here are the instructions.

>D-MAIL/ 12

Our readers talk back. We listen carefully, then give thoughtful, considerate answers. Not only that, but we tell you about our pathetic selves.

>DC-NATION/ 50

In a death-defying feat of informational compression, **ODCM** fits the entire internet gaming experience, including a handy key to browser protocols and Planetweb news, into two pages. Again.

>ENDZONE/ 119

That's all she wrote ('she' being Fran). This issue's contest will have you fiddling around with your camcorder once again, in pursuit of a TWO YEAR FREE MEMBERSHIP to SegaNet! Read the entire mag, all the way to the last page (don't just flip there, that's cheating!) for details.

Overtake

...BY ANY MEANS NECESSARY!

12 all new wicked-fast cars to choose from
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High-speed, full-impact racing action
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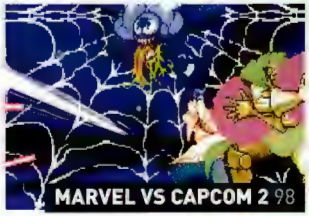
Sega Dreamcast

RP

ESRB

For more information on this product's rating, visit http://www.esrb.org or call 1-800-771-3772



Editor's Deep Thoughts

The Union Jack has been lowered, the Moby posters have been torn down, the techno is officially off the turn table, and Simon's $1200 BackSaver2000™ chair has gone with him into the great beyond known as *Revolution*. So welcome to the next generation of the *Official Dreamcast Magazine*. What's changed under the Chris regime? Not much. Let's face it, ODCM is a pretty rad magazine. Maybe there'll be fewer *bloodys* or *brilliants*, and a few more *rads* or *awesomes*, but that's about it...for now. In the future, obviously, there are plenty of ways we're planning to improve the magazine—especially that shiny slab of joy called The Disc. Look for more on that next month.

This month, though, kick back and enjoy the first birthday of Dreamcast. If there's a system that has ever had a better first year, I don't know about it; and no where was this success more apparent than at the Electronic Entertainment Expo 2000. As you no doubt know by now, Sega walked away with the show (let's face it, the subtitle of the whole expo could have been *How to use your competitor's hides as handy slipcovers*). We shot a few photos that make it pretty clear what the attraction was (hint: she wears a little orange skirt, and isn't into staff writers).

But in the end, though, it wasn't the babes in Sega's E3 stage show but the games themselves that lifted Dreamcast head and shoulders over the competition. And from what we saw, our beloved console's second year will be even better than its first.

It's a pretty good bet that one new game will be thrilling us for many years to come: *Tony Hawk's Pro Skater 2*. We didn't think it was possible to do skating better than Neversoft did it in *Tony's* first outing, but as ODCM editor Evan Shamoon discovered, we were wrong.

We were wrong about that whole bimonthly thing, too. There's just too much happening in the Dreamcast world to fit it all into six issues per year, so we sat down with the money men and told them to figure out how to do more. The result? We'll be doing not one but TWO special issues between now and January! They'll be available on the newsstand for the usual price, but subscribers—you lucky dogs—will be getting the special issues (and discs) for FREE. How cool is that? Thanks, money men. Anyway, don't say we never gave you anything.

Chris Charla, Editor-in-Chief

TESTZONE

JUDGMENT DAY FOR THE LATEST DREAMCAST GAMES

VIRTUA TENNIS/86
Where, oh where is Kournikova?

WACKY RACES/88
Nutty nostalgia goes kart racing

SPACE CHANNEL 5/90
Sega's femme fatale gets the funk out

SILVER/91
All that shines isn't gold...or silver

THE RING/92
Horror romp gets out of hand

FUR FIGHTERS/94
Stuffed animals blow the stuffing out

MAGFORCE RACING/96
The "Wipeout killer" dies a mediocre death

PELICAN 4X MEMORY CARD/96
More memory, but is it worth it?

SOUTH PARK RALLY/96
The license that keeps on giving

VIRTUAL ON: ORATORIO TANGRAM/98
Giant robots get all touchy-feely

MARVEL VS. CAPCOM 2/98
Clearly, this is the best game ever

DEEP FIGHTER/99
It's you versus the...um, Giant Jellyfish

INTERACT GAMESHARK CDX/99
The shark is finally loose on DC!

INNOVATION 4X MEMORY CARD/100
More memory card madness reviewed

SUPER MAGNETIC NEO/100
Beat up small evil children named Pinki

SEAMAN/102
...On love, life and taking giant "sea dumps"

MR. DRILLER/106
Arcade retro-cuteness done good

POWER STONE 2/106
Four on the floor. And in the sky.

TOM CLANCY'S RAINBOW SIX/107
Look who decided to show up

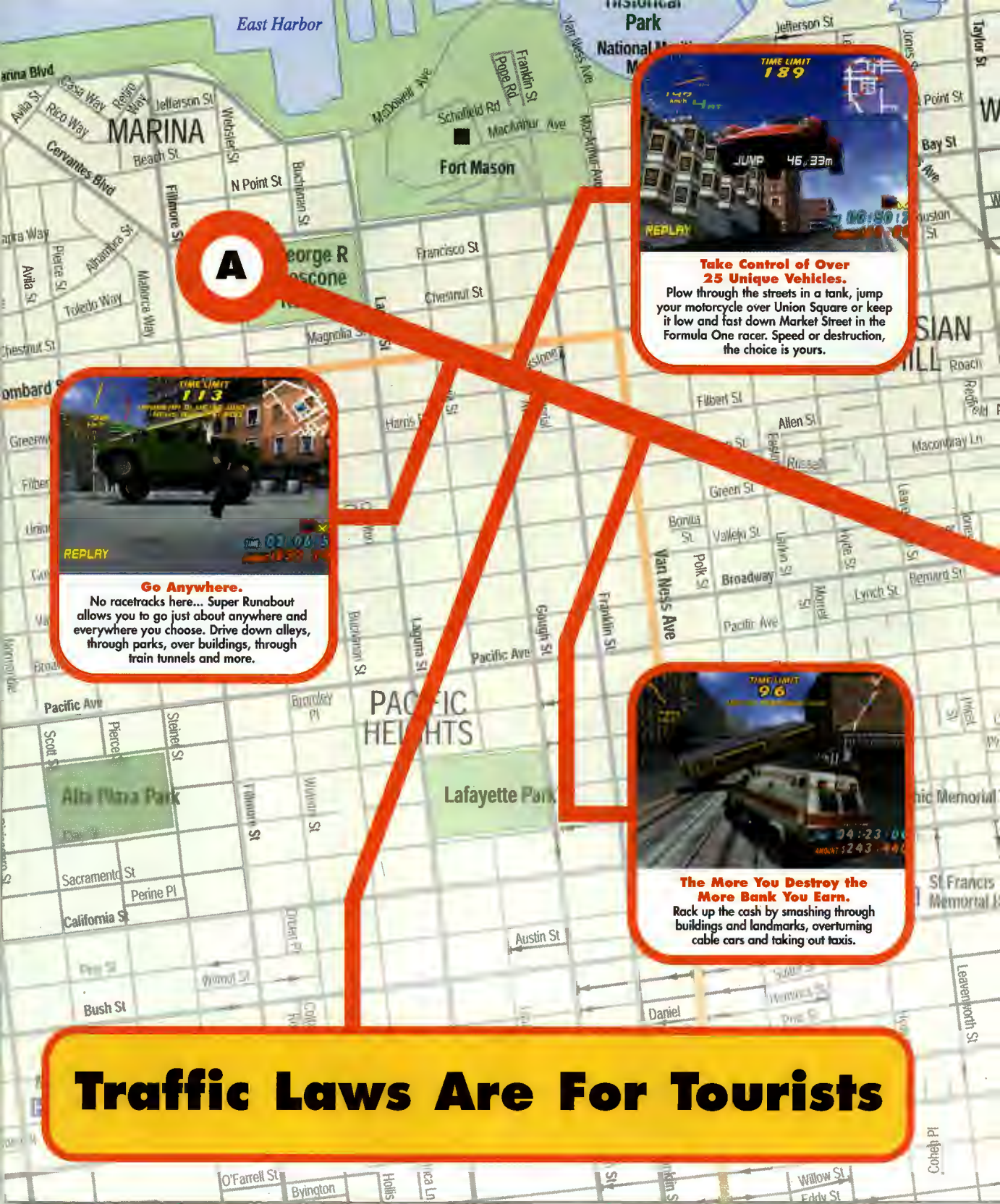
INTERACT ARCADE STICK/107
One of the best sticks in town!

HOWTO

MORE CODES THAN YOU CAN SHAKE A GAMESHARK AT—AND A FEW MORE FOR GOOD MEASURE

IT'S CODE-TACULAR!

Button-pressing, eye-popping info on your favorite games: *Crazy Taxi, Dead or Alive 2, Street Fighter Alpha 3, NFL2K, NBA2K, Rayman 2, King of Fighters, Speed Devils, Trickstyle, Striker Pro 2000, Armada, NHL2K, Rainbow Six, Fighting Force 2, Hardcore Heat, Zombie Revenge and Plasma Sword!*


East Harbor
Historical Park
MARINA
Fort Mason
Beach St
N Point St
Jefferson St
Francisco St
Chestnut St
Union St
Filbert St
Green St
Vallejo St
Broadway
Pacific Ave
Van Ness Ave
Polk St
Gough St
Franklin St
Laguna St
Buchanan St
Webster St
Fillmore St
Lombard St
Allen St
Bay St
Point St
Taylor St
Jones St
Leavenworth St
Hyde St
Lombard St
Columbus Ave
Bonita St
Russell St
Macondray Ln
Lynch St
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Kearny St
Grant Ave
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Powell St
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Fillmore St
Steiner St
Pierce St
Scott St
Divisadero St
Alta Plaza Park
Lafayette Park
PACIFIC HEIGHTS
Sacramento St
California St
Pine St
Bush St
Austin St
Daniel
O'Farrell St
Bryington
Hollis
Willow St
Eddy St
Cottage Pl
Perine Pl
Ortega St
Bayview St
Cervantes Blvd
Casa Way
Rico Way
Avila St
Toledo Way
Majorca Way
Alhambra St
Pierce St
Mallorca Way
Schofield Rd
Pope Rd
Franklin St
McDowell Ave
Van Ness Ave
Machinnur Ave
Jefferson St
Webster St
Buchanan St
Fillmore St
Francisco St
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Magnolia St
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Willow St
Eddy St
Cottage Pl
Perine Pl
Ortega St
Bayview St
Cervantes Blvd
Casa Way
Rico Way
Avila St
Toledo Way
Majorca Way
Alhambra St
Pierce St
Mallorca Way
Schofield Rd
Pope Rd
Franklin St
McDowell Ave
Van Ness Ave
Machinnur Ave
Jefferson St
A
TIME LIMIT 189
JUMP 46.33m
REPLAY
Take Control of Over 25 Unique Vehicles.
Plow through the streets in a tank, jump your motorcycle over Union Square or keep it low and fast down Market Street in the Formula One racer. Speed or destruction, the choice is yours.
TIME LIMIT 113
REPLAY
Go Anywhere.
No racetracks here... Super Runabout allows you to go just about anywhere and everywhere you choose. Drive down alleys, through parks, over buildings, through train tunnels and more.
TIME LIMIT 96
Rack up the cash by smashing through buildings and landmarks, overturning cable cars and taking out taxis.
Traffic Laws Are For Tourists

SUPER RUNABOUT

SAN FRANCISCO EDITION

"...may just give the taxi boys a run for their money."

– Gamers Republic, April 2000

"Take the playability and polish of Crazy Taxi, throw in the seamy underbelly of GTA 2, then add a healthy dose of the interactive factor found in... Destruction Derby..."

– Official Sega Dreamcast Magazine, July/August 2000

Challenge 16 Crazy Missions Within 2 Scenarios.
Pick-up bombs, take out kidnappers, stop a runaway cable car and more. Every mission you complete unlocks new options, vehicles and sections of the map.

Everyone knows the shortest distance between two points is a straight line... especially when you go over, under or through anything in your way! White-knuckle it through the streets of San Francisco in Super Runabout, the ultimate go-anywhere driving game for the Sega Dreamcast. Drive anywhere you want through parks, buildings, garages and more... just don't let silly things like traffic laws get in the way of a little fun.

www.interplay.com/superrunabout

RP Visit www.esrb.org or call 1-800-771-3772 for more info.

Sega Dreamcast.

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CLIMAX ENTERTAINMENT

Disc-o Inferno!

Question: What happens when a magazine gets the "official" Sega license? Does it get: A) A universal hall pass, good for roaming at will through the stronghold of Sega and schmoozing with industry celebs?; B) A nifty gift-with-purchase! demo disc to pack with each issue, filled to bursting with playable peeks at unreleased games?; or C.) A kick in the head?

Dear reader, the answer is all of the above—at different times. B...always. A...every so often. C...frequently. But that's our own fault (mostly Evan's), and doesn't actually have much to do with the license. In the end, the whole "official" thing benefits our readers the most. You get a sneak peek at upcoming games, plus goodies like the **Dreamcast Browser** and all of its updates—without having to scour the internet countryside looking for it. And you're among the chosen people allowed access to a free (and complete) game called **Sega Swirl.** We won't even mention stuff like **San Francisco Rush 2049** or the delectable **UFC.**

So cherish the moments you spend with this disk. It's here for you. And rest assured that there are people working feverishly (i.e., our staff plus a few bright monkeys turning the giant cogs of justice) day and night to ensure that you'll enjoy the next one, too. Without further ado, we present to you the **ODCM Issue #8 Demo Disc.** Hurrah!

Kournikova: Not on the disc

TONY HAWK'S PRO SKATER

PUBLISHER CRAVE RELEASE DATE NOW PLAYERS 1

It's baaaack...Tony and his board return to the **ODCM** Demo Disc once again, for more fun in the warehouse sun. Not sure if it's worth the $50? Didn't have a chance to give our last demo a go? Then make up for lost time! And read our **Special Report** on the imminent sequel in this very issue.

Stick: Move/Turn
D-Pad: Move/Turn
A Jump
B Tail Grab
X Kick Flip
Y Hand Plant/Rail
LJ Rotate Left
LD Rotate Right

SYDNEY 2000

PUBLISHER EIDOS RELEASE DATE AUGUST PLAYERS 1

The upcoming Olympics festivities get a virtual send-off, with ATD's track 'n' field extravaganza *Sydney 2000.* You'll get a taste of the competition in the Arcade Mode's 110-Meter Hurdle, as you furiously tap and jump your way to the finish. Get a good rhythm going and you'll be unstoppable.

Stick: N/A
D-Pad: N/A
A Run
B Run
X Jump/Head Dip
Y Jump/Head Dip
LJ N/A
LD N/A

VIRTUA TENNIS

PUBLISHER SEGA RELEASE DATE JULY PLAYERS 1-2

Now's your chance to try your forehand in one- or two-player Arcade Mode tennis action! Play as US bruiser Courier or Russkie hotshot Kafelnikov in a singles match against the computer or a friend. While you can only play one game, feel free to play it over and over again. Then buy the full version. And that's no PR line, 'cause it's just that good (see **TestZone** for a full review!)

Stick: Move/Direct Shot
D-Pad: Move/Direct Shot
A Normal Shot
B Lob
X Lob
Y Change View
LJ N/A
LD N/A

AEROWINGS 2

PUBLISHER CRAVE RELEASE DATE SEPTEMBER PLAYERS 1

Try your hand at CRI's follow-up flight sim.This time, you'll be able to dogfight enemies and storm into battle at top speed. Give any of the four missions in Tactical Challenge Mode a spin, or dive headfirst into the action of the three different Fighter Pilot missions. ProTip: Hone your skills in Free Flight mode—then go for it!

Stick: Move/Steer
D-Pad: Air Brake/Change View/Landing gear
A Engine Power-up
B Engine Power-down
X Pilot View
Y Fire/Shoot
LJ Turn Nose Left
LD Turn Nose Right

TOKYO XTREME RACER 2

PUBLISHER CRAVE RELEASE DATE FALL PLAYERS 1

Hit the mean streets of nighttime Tokyo once again, in one of a bevy of new cars. You'll start your nocturnal standoff against an impressive number of rival racers; simply outdistance the competition and make it to the next round, and you'll get more than a taste of this unique racer.

Stick: Steer
D-Pad: Steer
A Shift Up
B Headlight
X Shift Down
Y Change View
LJ Brake
LD Accelerate

MAGFORCE RACING

PUBLISHER CRAVE RELEASE DATE JULY PLAYERS 1

Race around one of this game's dizzying tracks in a four-lap run, and see just how crazed this game can get. Plus: collect weapons to shoot at your opponents and zip through the green sparklies to gather speed. This is Dreamcast's bid at *Wipe Out XL,* and you'll be able to enjoy it firsthand.

Stick: Steer
D-Pad: N/A
A Shoot Weapon
B Strafe Right
X Strafe Left
Y Change View
LJ Grip Wall
LD Accelerate

UFC

PUBLISHER CRAVE RELEASE DATE SEPTEMBER PLAYERS 1-2

Here's your chance to get out your fighting gloves and knock the living snot out of a friend (or the computer), by playing through one round of Versus Mode as either of the UFC's fighting elite, Tito Ortiz or Frank Shamrock. ProTip: Use A+X to grapple your opponent! .

Stick: Move/Block
D-Pad: Move/Block
A Left Kick
B Right Kick
X Left Punch
Y Right Punch
LJ N/A
LD N/A

WEB BROWSER 2.0

PUBLISHER SEGA/PLANETWEB RELEASE DATE JULY PLAYERS N/A

Missed last issue's GD-Rom with the latest Planetweb Browser? Well, it's back again for those of you who were guilty of exactly that. Now with Flash 3.0 and MP3 compatibilities, the Browser is faster and more friendly than ever before. If you have questions regarding usage, check out **DCNation** on page 50 or visit Planetweb at www.planetweb.com. For tech support, email support@planetweb.com.

Stick: Move Cursor
D-Pad: Move Cursor
A Select
B N/A
X N/A
Y N/A
LJ N/A
LD N/A

SAN FRANCISCO RUSH 2049

PUBLISHER MIDWAY RELEASE DATE SEPT PLAYERS 1-2

The arcade racer with a futuristic edge is finally DC-bound and runnng swell, thanks. Take a spin in single-player or split screen two-player mode, and check out all the modes! Battle, Stunt, Arcade and Practice are all at your disposal in this slick racer. Start your engines!

Stick: Steer
D-Pad: Abort/Change View
A Reverse
B Wings
X Shift Down
Y Shift Up
LJ Brake
LD Accelerate

Having Trouble?

Having problems getting your disk to run? Didn't get one with your mag? Send your name, mailing address and subscription number (if you are a subscriber) to: **dischelp@imaginemedia.com** and provide a brief description of the problems (with the disk, Chester) you're experiencing.

IMPORTANT! This contact address is NOT for game information. If you have questions concerning codes, game info or Dreamcast news, please refer your inquiries to Sega or the appropriate third party.

Help: dischelp@imaginemedia.com

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SUPERmagnetic neo™

Sega Dreamcast.

EVERYONE E CONTENT RATED BY ESRB

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SEGA DREAMCAST EDITION

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NEW LEVELS
1000 TEXTURES
INTERNET DOWNLOADS
MULTI-PLAYER GAME

EVERYONE E Animated Violence ESRB

AVAILABLE NOW

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READ 'EM and WEEP.

"Don't let the cute creatures and settings fool you --- Rayman 2 is an impressive and challenging adventure game for diehard gamers."

-GamePro

"...this is -- hands down -- one of the best looking and most enjoyable titles you'll ever see on the Dreamcast."

-Official Sega Dreamcast Magazine

"Rayman 2 is, without question, the most impressive feat of game design and execution the platforming genre has **EVER** seen. **THIS** is the next evolution in gaming, and it has never looked or played better than it does on your Dreamcast."

-IGN.com

"...on the Dreamcast, he's a platforming god that towers over Sonic's lackluster antics."

-Game Informer Magazine

Ubi Soft ENTERTAINMENT

Sega Dreamcast.

RAYMAN2DC.COM

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OR KISS YOUR ASS GOODBYE.

Actual PC Game Screens

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Visit SPAWN.COM for more information on the KISS Psycho Circus comic book and action figures.

LITHTECH

PC CD ROM

MATURE M ESRB

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"A wildly original game world, and some of the most frenetic action seen to date."
–NextGen Magazine, February 2000

DEVELOPED BY

THQ™ GameSpring™ Sega Dreamcast.

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Team ODCM

THE ONLY CONSTANT IN LIFE IS CHANGE, and we've seen a lot of changes here at ODCM-HQ. We got a new maximum leader, Chris Charla, so now instead of eating at The Ramp, which has patio seating overlooking San Francisco Bay, we lunch at a Sizzler in Colma (not that there's anything wrong with that). Around the same time we moved our offices from the east side of the building to the west side, and now we have three windows instead of one. So it's all good.

CHRIS CHARLA
Editor-in-Chief

Moments after this picture was taken, Chris put his head inside the weird plastic ball he was holding. It took a team of paramedics two hours just to get the smile off his face. Chris does not bring a morbid fear of voles with him to ODCM, or so he says. We suspect differently.

DAN FITZPATRICK
Art Director

Dan once arm-wrestled Timothy Hutton at Laurel Canyon Country Store. He lost when Hutton pulled the Snoopy-lean-over-and-kiss-your-opponent-on-the-nose trick. Dan jumped up, screaming "Dog germs! Dog germs!" Hutton, the winner, got the pink slip to Dan's Honda Spree.

DINA FAYER
Managing Editor

Okay, we know this is Dina, but Dan just said, swear to God, "I want to get hammered on wine coolers." The last time Dina drank wine coolers was in the girls' room of Edwards Cinemas before seeing *Ferris Bueller's Day Off*. She is now atoning with a 40-oz left by *PCXL*.

FRANCESCA REYES
Senior Editor

Only the CIA has an actual photo of Fran, and that is a grainy black and white shot of her on a crowded street in Prague, just before the Velvet Revolution. This is the most complete shot of her forhead known to exist. Note bandaid on finger, from hardcore RPG-ing.

DAVE CORDON
Associate Art Director

Dave's kitchen contains no less than seven books on cooking chicken. Creepy. "All I did was say 'I like cooking chicken' to Mom, once, and now it's all she gives me." Sure, Dave. Sure. We'll have ours Kentucky-fried. He also served us 96 mini-quiche at this photo shoot.

EVAN SHAMOON
Staff Writer

Evan brought a DC control pad with him to his Tony Hawk interview, hoping to jam it under Tony's arm and "make him do a 900,dammit!" True story: While watching Tony gracefully pull 540s, Evan stumbled over his backpack and almost fell onto the vert ramp in Encinitas.

LETTER OF THE MONTH

Sakura, Sakura, Sakura

For the past weeks and months I have been hearing a pleasant buzzing throughout DC-land. Something in the wind said to me, "Its name is *Sakura Taisen,* and it is good." Who am I to doubt the voices that speak to me? The voices proceeded. I heard the word "RPG," I heard "anime-style," I heard "high-production values," I heard that there are three of these beauties coming, but I have never heard the voices answer my burning question. When is *Sakura Taisen* coming out here? You see, I do not speak Japanese and neither do the voices. Sega--or someone--NEEDS to translate this game for US audiences. RPGs are huge business right now, and here is this completely finished game languishing away next to some kid's bowl of ramen in Japan while we suffer through *Evolution*. It's not right! This is our most desperate hour. Help me Obi-ODCM, you're my only hope.

Mike D.
Via email

***Sakura:* Don't hold your breath for US release, despite what the "voices" may say.**

Ah, *Sakura Taisen*. We want it, you want it—but no one's willing to bring it over. While we're all for the series peeking its head out on our side of the pond, the franchise is risky business for most companies in the US. Even though it's one of most anticipated titles *(Sakura Taisen 3)* in Japan, the suits in this country aren't too sure how well a dating sim/mech strategy/RPG/digital comic would go down with American gamers. Until that day arrives, we'll be sure to provide you with plenty o' coverage of the import, Mike. Now, take your medicine and tell those voices that they'll have to split the booty for *Letter of the Month* with you. Congrats.

MDK2Hard

Yes, you should play *MDK2*. But plan on seeing this a lot.

I purchased my own copy of *MDK 2* about two weeks ago and I must say that this game is truly a magnificent work of art. There's only one small detail: THE GAME IS TOO DIFFICULT! Don't get me wrong, the graphics are real eye candy and the intense gameplay more than satisfies my cat-like reflexes. But I still can't seem to advance past the seventh level with Kurt Hectic. I've been locked in my room for days without food, water, or any human contact whatsoever. I haven't even used the, um, 'lavatory' in days! The only thing that keeps me conscious of the fact that I am still alive is the occasional blinking session I instinctively take every eight to ten hours.

Is there any way that you guys could smuggle in a couple of helpful codes (if any) to help me out? Or maybe there is a web site or something with an FAQ walk-thru that you could recommend?

Antonio Mendez
Parkinmeter77@aol.com

Yeah, we feel your pain, Antonio. *MDK 2* was easily one of the more difficult games in recent memory; Evan didn't change his clothes for weeks. While we would love to hook you guys up with more walkthroughs, we just don't have enough pages. But watch for our *Codebook* at the end of the year--it's full of how-to's, strategies and (duh) codes.

Shame on Us!

I am very disappointed. In the **July/August ODCM**, page 104, there is a review for the game *Sword of the Berzerk*. In screen shot #4 it shows Rita, a character from the Intro level to the game. However, in the caption it states that she is the romantic interest of Guts--and continues into a lewd remark about his sword. This is totally wrong. I don't know much about the history of this series, but I enjoyed the game enough to know that Casca is Guts' romantic interest. Rita is just a traveler with a little in common so they become friends. I just have to say it seems like Evan Shamoon didn't even play the game. He just turned it on for 20 minutes, took some screen shots and threw out a review without even getting into the game. At least play a game before you review it, Evan.

***Berserk*'s Rita: Innocent fellow traveler or home-wrecker? You decide.**

Jason Garcia
New York

Jason, you're so naïve. That's just what Guts tells Casca. You really think he could keep his hands off that little hotty? But we admit your reading is at least *technically* correct. We're not going to point the finger (although any opportunity to roast Evan is appreciated), since no one here can 'remember' writing the caption: Evan, Dina, Fran, Dan, Dave, the guys in Special Projects--pick a name. Ultimately, though, final responsibility for all content in that issue was the sole province of its Editor-in-Chief: Simon Cox. Mr. Cox is no longer with the magazine, and although Imagine's Human Resources and Legal departments won't say that he was let go over this caption, we invite you, our readers, to draw your own conclusions.

ISP ABCs

The ODCM experience can be enhanced by using one of these.

I just have a few simple questions about your article on the new Sega.net ISP and online gaming. Sorry if the answers were in there, but I am a moron and the simplest things must be clarified for me.

1) If you aren't fortunate enough to get a shiny new SEGA ISP can you still get multiplayer functions using a different ISP and a Dreamcast?
2) Can you go online with the SEGA ISP on your computer and use it like you would a normal ISP?
3) Is there any chance of ODCM going monthly?

Michael
Micha0076@worldnet.att.net

Don't be so hard on yourself, Mike. While reading comprehension apparently isn't your strongest asset (don't worry, we don't read the mag either), here's some answers to your questions.

1) Yes, you can still play multiplayer Dreamcast games with a different ISP. In theory, however, those using Sega's ISP will have a dedicated gaming connection, which means

www.DailyRadar.com

lower pings and faster gaming. We shall see.
2) Yes, the Sega ISP will work just like a regular ISP on your computer. Watch out, AOL.
3) Right now, the pertinent parties are discussing the pros and cons of going monthly. It's up to the bigwigs in charge—if it were up to lil' ol' us, we would've gone monthly a long time ago.

The Cable Guy

I just finished reading the review on the cable extensions by Mad Catz and Performance, in which you gave them both the new "smile" rating. I would bet money that you used them for about a week or two and said to yourselves, "Hey, this is pretty convenient." Well, yes, they are, but they fail after around three months of regular use. Both of them.

If, like me, you were to run out and replace the broken cords as soon as they stopped working, for four separate controllers, you would end up paying about $160 for them. You may be better off buying a cheap couch and a couple of chairs at a garage sale.

By the way, do you think Sega would change it back to *Jet Set Radio* if we clap hard enough?

Jesse
victorycig@netzero.net

Thanks for the heads up on the extension cables, Jesse. It's great for other readers to know about your experience. Have you tried contacting either MadCatz or Performance regarding the problems you had with their products? You definitely should at least look up the tech support for each company via their websites: www.madcatz.com and www.interact-acc.com.

As for *Jet "Grind" Radio*...keep clapping. It was either that or *Jet "Slide" Radio*. We don't know which one is actually worse (although being able to call Sega's booth babes at E3 and TGS the "Jet Grind girls" gives the former an edge in our book), but we were kind of rooting for *Konnichiwa! Happy Happy Donut Surprise Skate Park 2000!* Shucks.

No Sleep Til...

I must say, that as a loyal Sega (and **ODCM**) fan, I was quite overwhelmed with apprehension as I read through **Issue #6**. First, I suffered a terrible shock when I learned the news of Simon's departure, but what got me even more was a title under **DC Direct** called Sonyworld. In the article, you write, "Every game store is pushing PlayStation 2...hard," and "Nothing, it seems, can save Dreamcast from a slow death in Japan."

Since we all remember the fiasco with the Saturn, my question is this: How does Sega plan to keep Dreamcast in competition with PlayStation 2 when it hits U.S. shores? If you could PLEASE publish this letter it would answer a question that's been keeping this gamer from sleep (and sanity). SEGA Rocks,

Mike Fu (aka Busted Rhymes)
Via email

Mike, Mike, Mike...we weren't trying to alarm you with that Tokyo Game Show story. We were simply reporting on what we saw going on in Japan. But that's Japan, and the US is a different story altogether. Dreamcast is very much alive and kicking on these shores, and after E3, we're happy to report that DC owners will be privvy to some of the best games of this year—and possibly the next.

But here's the thing: the videogame industry is an all-time slump in Japan (all systems and software companies are feeling the sting, not just DC—with the exception of the Frankenstelnian Game Boy Color, of course...it just won't die!) and even in the US, right now isn't the best time to judge success or longevity. The games industry has seen plenty of surprises from underdogs and newcomers in the past (Sega's Genesis was one of the most famous success stories in the US, as was Sony's PlayStation in '95), and we're not fortunetellers—but we won't be pronouncing Sega or any of its competitors dead any time soon. The constant upheaval is one reason we love this industry so damn much. Whew! Hopefully we've saved another person's sanity, Mike. If it happens to be yours, then even better.

Fast Times

I just got **ODCM #6** in the mail. Although the Web Browser 2.0 enhancements are nice, I can't stand this 56k modem! Do you folks have any idea when Sega plans to release their ethernet module? We DSL and cable modem users start to twich whenever we're forced to go back to sluggish dialups.

Gary Driggs
Portland, OR

According to Sega, an ethernet adapter should be available before the end of the year. The adapter is actually already finished (we've seen it!), but Sega's waiting until its network is ready before the adapter hits the shelves.

Full Metal Jack

While examining the bottom of my Dreamcast, I noticed four metal jacks right where the rubber Slide Resistant thingys are. What is it? I recalled how Sega has a history of "add-ons", e.g., the Sega CD. Does this mean anything, or is it just a fluke (or should I say *Seaman*)? Thanks a million.

Phil Rine,
Long Island, NY
Morpfeous@aol.com

Those slides are indeed for add-ons, like the oft-shown (look, here it is again! We're such teases) but undelivered Zip Drive accessory, and the oft-rumored DVD drive. We'll keep you posted.

ODCM: Not Funny!

I'm glad you believe in your readers voicing their opinions and writing to companies who offend them. So here I am. You people have to be the biggest hypocrites in the world. In one magazine you agree with this guy about how *Crazy Taxi* and *Ready 2 Rumble* are racist towards the Afro-American people **(Issue #5)**. But then in the next issue, you make racist comments about Canada. What makes your jokes about Canada any different from Sega's or Midway's? I don't think either company meant any harm and I doubt you did either. But I'm sorry, it wasn't funny at all.

I'm not a lumberjack or a fur trader. I don't live in an igloo or eat blubber or own a dog sled. I have a Prime Minister, not a President. I speak English and French, not American. And I pronounce it 'about' not 'aboot'! I can proudly sew my country's flag on my backpack. I believe in peace-keeping, not policing. Diversity, not assimilation. And that the beaver is a truly proud and noble creature. Canada is the second largest land mass. The first nation of hockey and the best part of North America. My name is Joe and I AM CANADIAN!!!!

PS: I really think Sega should find a magazine that has more common sense to be it's official voice, eh!

Thank you.

Joe Molson
Via email

C'mon, Joe, most of your letter is a quote from a Molson commercial. Sure, we thought it was funny too, but it's a little sad that you need a beer commercial to define your national identity for you. Second, "Canadian" isn't a race, it's a nationality. So we were being bigoted, not racist. Seriously, though, we were just kidding. We love Canada. Especially Windsor. Nothing compares to the feeling of driving over the Ambassador bridge to a town with great food, great game shops, and rad Tim Horton's donut stores. Besides, how could we ever really feel any hostility toward the country that produced the greatest hockey player ever—Gordie Howe? Nevertheless, we've received aboot 500 letters complaining of our supposed anti-Canadian bias and we're finally going to clear the air. We've objectively compared the two countries over a range of important categories, and tallied the scores:

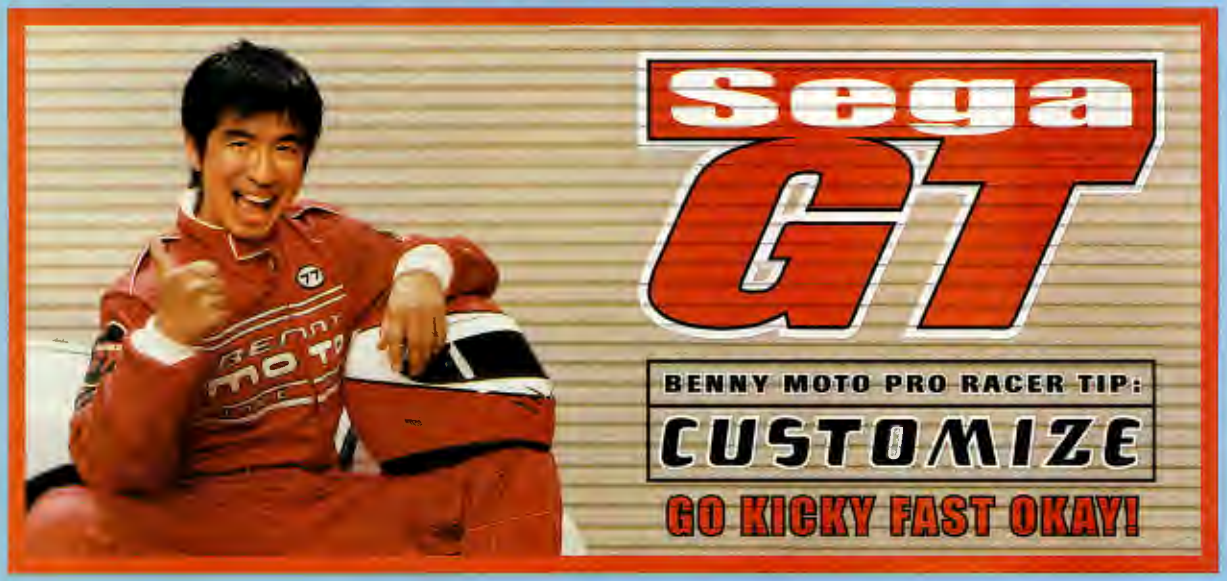
GRUDGE MATCH: USA vs CANADA

CATEGORY	CANADA	USA	WINNER
Size	9,976,140 Km^2	9,629,091 Km^2	Canada
Population	32 million	275 million	Not even close: USA
National Sales Tax	12%	0%	USA
Drinking Age	19	21	Canada, obviously
Beer	Molson	Budweiser	Canada
Sports	Hockey	Baseball	Canada
Trudeaus	Pierre Trudeau	Garry Trudeau	Doonesbury vs. some tired politician? USA
Game Show Hosts	Alex Trebek	Pat Sajak	Jeopardy is a far superior game: Canada
Breakfast Meat	Canadian bacon	Normal bacon	Canadian bacon needs to be punished for ruining too many pizzas: USA
Dollar	68¢	$1.00	USA
Deck sports	Curling	Shuffleboard	Umm... Canada?
French minority	Quebecois	Cajuns	USA: better food, music, and 'Cajun' sounds like it's spelled
Free health care	Yes (see sales tax)	If you're hemorrhaging. Maybe.	Canada

WINNER: It's a close match, but Canada narrowly wins 7-6. Now would you get off our backs, already?

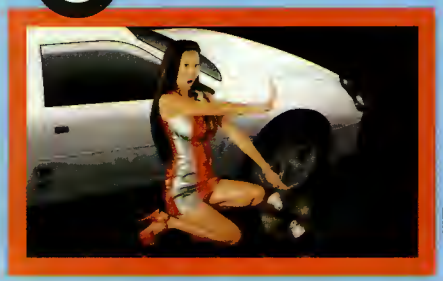
MAIL BONDING

The time has come for all readers to step up to the keyboard plate and send in their deepest, darkest, most intimate questions regarding Dreamcast, Sega, and the random machinations of the universe. If you fail this mission, you will be condemned to a fate worse than death...in other words, you'll be forced to play Sonic Blast and Night Trap forever. No one wants that. So get scribbling and send your inquiries to: Dreamcast Magazine, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. And we especially love email: dcmag@imaginemedia.com. You were warned.



1

Famous pro speed racer Benny Moto says in life and in racing we must know how to SLOW DOWN. Benny uses carbon fiber rotors and 4 piston calipers because he says the curb tastes like defeat.



2

Are you hard core? Have this beefy spring please. It's good for you. Without a trick suspension the hairball track will shake your head up and down like one of those stupid dogs in the back window.

3

A big, 19 inch, 3 piece magnesium wheel is your fun friend in the quest for a sweeter contact patch. It's hot too.

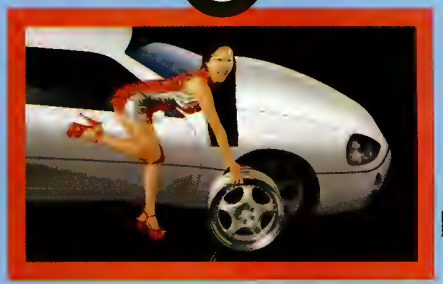
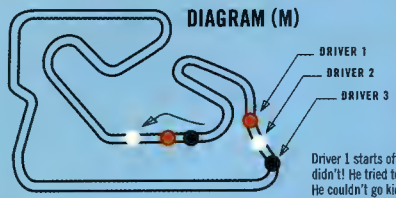


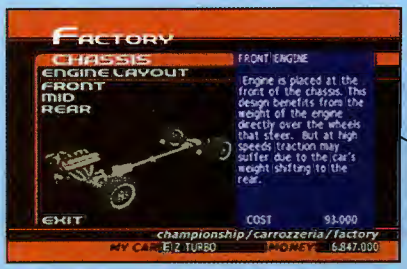
DIAGRAM (M)



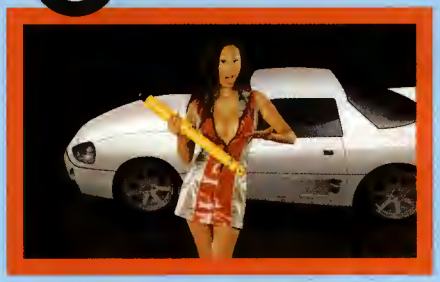
Driver 1 starts off in the lead. But did he listen to Benny? He didn't! He tried to save money on brakes. He's cheap. He's stupid. He couldn't go kicky fast through the turn. Now Driver 2 passed his ass. Wow! And look at Driver 3! He's making power. How to be the leader? Customize and drive like a freak with fiery pants.

YOU FOLLOW MY ADVICE. YOU CUSTOMIZE. YOU BEAT EVERYBODY. POW!

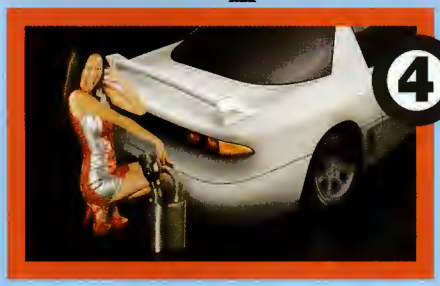
Tear it up in this total competition speed trip where you can build original machines from scratch or tweak over 130 GT sports cars that reproduce exact handling and performance specs. Then use your VMU to trade machines, parts and laptimes on the net. Assuming you got anything worth trading, Grandma.


FACTORY
CHASSIS
ENGINE LAYOUT
FRONT
MID
REAR
FRONT ENGINE
Engine is placed at the front of the chassis. This design benefits from the weight of the engine directly over the wheels that steer. But at high speeds traction may suffer due to the car's weight shifting to the rear.
EXIT
COST 93,000
championship/carrozzeria/factory
MY CAR
MONEY 6,847,000

6 The shock absorber is often overlooked. Not here. In Benny's shop everyone concentrates on the shock. A good shock where it really counts will bring forth nimbler handling and quicker transitions.



5 Oh my God! Look at that engine! Yes, that's a kicky big damn motor. Benny likes the superhuge V12 for stump-pulling power. But only for the big bad bomber cars. Otherwise enjoy a V-8.



4 Oh! What a loud muffler! Loud coolie mufflers intimidate chump-ass rivals. Get a big pipe for greater flow at high rpm levels.

Dreamcast.

IT'S THINKING

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EVERYONE E CONTENT RATED BY ESRB

DC DIRECT

THIS MONTH
WHAT WE'RE TALKING ABOUT

bleem! it all on Sony	17
Unreal Tournament	18
Invoice-free voice-com	18
Separated at birth	18
Otaku edibles	18
Dreamcast gear	18
Pink ladies	20
NextGen creamed	20
Headless hunter	20
SNK KO	21
Winter wondering	22
Capcom cappers	22
Sounds *Evil!*	24
Hot List	24

Bleem Me Up Scotty!

As if future hits like *Jet Grind Radio* and *Phantasy Star Online* alike weren't enough, Dreamcast gamers will soon have 400+ PlayStation games to add to their collections. Hey, we're not saying no.

One of the biggest surprises at this year's Electronic Entertainment Exposition was without a doubt the announcement that bleem! would soon release its controversial PlayStation emulator for Dreamcast. All of a sudden, the PlayStation 2 and its backwards-compatibility had lost a bit of its hype-generating muscle, and Sony was not too happy. But that's not our problem.

bleem! brings you everything you need in order to throw away your PlayStation—making Dreamcast the console king of your living room.

At press-time, no preview versions of bleem! were available—but using our imagination, we could *almost* see the brilliance of it all. "You insert the bleem! for Dreamcast disc into your Dreamcast," bleem!'s Sean Kauppinen explains. "Bleemcast! then loads into local memory and prompts you to insert a compatible PlayStation disc. You open the Dreamcast, insert the PlayStation title, close the lid and press start. It's very simple to operate."

Not only will bleem! allow you to play PlayStation hits on Sega's 128-bit system, but will also use the Dreamcast's power to graphically enhance every supported title. According to bleem!, emulated games will run at 640x480 (as compared to 320x240 on PS2), with full-screen anti-aliasing and bilinear filtering to make everything look extra-smooth and—well, dreamcasty!

Bleem! for Dreamcast will come on four bleempaks, each supporting 100 PlayStation titles. Bleem! wouldn't reveal—or didn't know yet—what titles will be supported and how they'll be organized on the four bleempaks. Let's hope, though, that the 400 games won't be arranged in alphabetical order, but rather in terms of popularity, age group or genre.

VIVE LA DIFFERENCE

Let's compare. The same screens have been captured from both a PlayStation (left) and bleem!-assisted DC (right). If pixels are your bag, you'll HATE the Dreamcast version—where pixels have gone the way of the dodo. Plus, the DC screens have brighter colors and better resolution of detail. PS, kiss our a-s-s-es!

According to Kauppinen, bleem! is also "working to incorporate support for import titles into each of the first four planned paks." This means that Japanese hits like *Final Fantasy IX* and *Vib Ribbon* (the wacky music game Sony won't release in the US), will soon be rocking our Dreamcasts in newfound high-res glory. We will soon get access not only to hundreds of enhanced PlayStation classics, but to import titles that most US PlayStation owners can't even play.

Bleem! will also release a PlayStation-inspired pad and something called a bleempod to avoid DC control pad compatibility problems. "This adapter makes any PlayStation-compatible controller work with the Dreamcast," says Kauppinen. "It supports, detects and identifies digital and analog pads, steering wheels and jogcon and negcon controllers. Bleempod also features a VMU port and PSX memory card adapter for easy saved-game transfers."

Bleem! may be Sega's most crucial partner in the impending war against PlayStation 2, although Sega has neither promoted nor discouraged the emulator. Kauppinen thinks, "Sega has been counted out by too many people. They have all of the elements in place to continue to be a major player in the industry—and Peter Moore has the skills to make it happen."

Asked about the risk of being "shut down," Kauppinen comments, "We have defended ourselves, and we feel confident in our defense and counterclaims against Sony." Let's hope nothing will happen that could deprive us from 400 more games this year.

PRODUCT bleem! FOR DREAMCAST **DEVELOPER** bleem! **PRICE** TBA **RELEASE** SUMMER 2000 **PERIPHERALS** bleempad, bleempod, VMU and lotsa PSX stuff

Phone Home

Phone bill? What bill? Sega's new DC to DC long distance system is FREE!

For Dreamcast users, the Internet is only the first step to total access. Sega and Voice-over-IP (VoIP) supplier **InnoMedia** will soon help gamers reach the next level, with a fully global communication system entitled **DreamCall.** It's a specialized software application, which works in conjunction with headphones (or the microphone peripheral packaged with ***Seaman***) to link DC owners all over the world, Dreamcast to Dreamcast. The technology will be offered free to gamers who register (also for free) with the DreamCall Directory Server, in order to A) call another DC owner anywhere in the world via Dreamcast; B) call from a Dreamcast to any PC in the world with the installed InfoAccel VoIP card; or C) call another DC owner even while playing a game.

InnoMedia has been working with Sega Japan on several projects, even helping to develop a new adventure game called ***Dream Dorobo*** which will launch along with the DreamCall program this summer in Japan. *Dorobo* requires players to cooperate via DreamCall in order to view all parts of the game map—and you'd better get used to this idea, because Sega is including it in many of its upcoming titles.

InnoMedia's VP of Marketing, Robert Selzler, believes that Sega will follow its plan to distribute DreamCall "free of charge or bundled it with other items" (like **ODCM's** demo disc, perhaps?). Sega Japan will introduce the software as a package combined with *Dream Dorobo*, and as part of the **Visual Park** system disc designed for the **Dreameye** (the Japan-only 'net video/still cam). Slated to roll out in the US and UK sometime after its late summer launch in Japan, we're already dreaming up rude ways to blow off Ma Bell.

Did Sega cut the nose off a Muppet to make this microphone?

Thanks to the marriage of Voice-over-IP and your microphone attachment (courtesy of *Seaman*), you'll be able to call your girlfriend in Rio without having to sell all of your CDs.

Samba de Gear

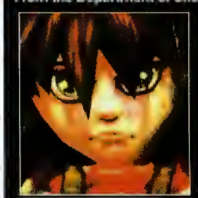
You can feel the groove in **Samba de Amigo,** or just look groovy in this official Samba T-shirt (purchased at the dodgy, top-floor shop of Sega Freaks arcade in Akihabara, Japan). Pull that monkey off your back and wear it in the front!

Cookie Monster

Straight from the land of never-ending bean cakes comes the latest videogame edible, in the form of **Sega Joypolis' Sonic Biscuits.** For a mere ¥500 (approx. $5.00), you can chomp down on your favorite hedgehog's head—but don't expect much flavor. Flavor crossed the street when it saw this stuff coming at it. Eurgh.

SEPARATED AT BIRTH

From the Department of Uncanny Resemblances



Cyprian *(Evil Twin)*

Robert Smith (The Cure)

Moody moptop orphan meets moody moptop popster. The only thing separating Cyprian from ol' Sulky Bob is about 30 years and as many pounds, gained during a dreadful bout of '80s-inspired ennui. Of course, we loved him anyway: tilt an ear at any of his classic dirges, and you'll be hearing the soundtrack of **ODCM's** collective adolescence. And now we're off to rat our coiffs and shine up our bondage boots...

Get Unreal

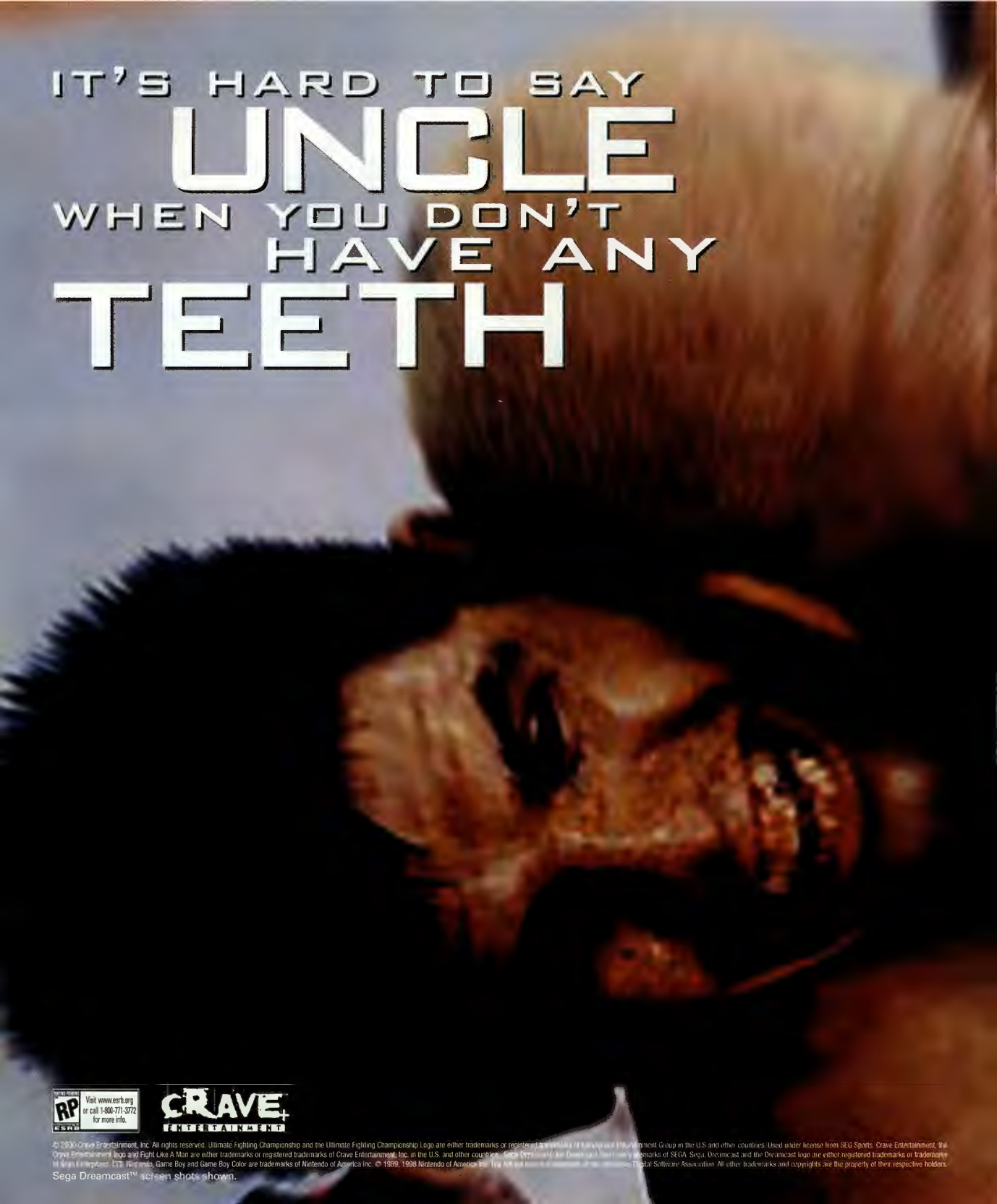
Infogrames confirms development of online multiplayer *Unreal Tournament*

UNREAL TOURNAMENT WAS, along with **Quake 3**, one of the biggest first person shooters to hit the PC last year. While it didn't do anything that its first-person-shooter siblings weren't doing already, it did contain incredible level designs, a huge number of cool multiplayer modes (**Capture the Flag**, for starters) and some great 'bot technology' (as FPS nerds call it). And now, like *Quake 3*, it's coming to Dreamcast, courtesy of **Infogrames USA** (purchaser of former *Unreal* publisher **GT Interactive**). No announcements have been made about which development house landed the contract, but sources say that the lucky company is based in San Francisco.

UT IS PLANNED for a late 2000 or early 2001 release. It will be fully compatable with **SegaNet**, as well as with the (so far, mythological) DC mouse and keyboard.

Will DC players be able to go at it against PC (or PS2) gamers? Unknown, right now. We'll bring all of the gory specs and details to light in **ODCM Issue #8**, in an exclusive, exhaustive report. Infogrames has promised us the full story, nothin' but the truth. Will we see the title on our demo disk? Cross your toes.

This PC screen gives you a taste of the multiplayer state of being that you'll reach in *Unreal Tournament*



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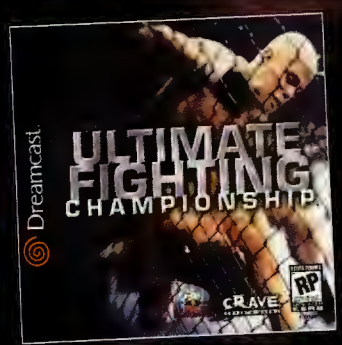

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PHOTOS: MICHAEL SEXTON

Congrats to Forest Philbrick (far right) who snagged first place in Sega's Ulala-a-like contest.

Cosmic Things

Space Channel 5 Lookalike Contest Makes a Splash at Universal City

NORTH HOLLYWOOD / UNIVERSAL CITY WALK Pink wigs, paparazzi, red carpets and little girls in littler skirts: crowds buzzed as twelve girls between nine and 21 years old lined up to compete in **Sega's Space Channel 5 Ulala look-alike contest.** The winner would receive $500 and a Dreamcast—and all of the girls would get to meet Ulala herself (as played by **Kelly Preston**).

Although she isn't vying with Madonna for the REALLY big dressing room quite yet, *SC5*'s Ulala is indisputably a celebrity. And given the serious money that Sega has dropped to this end, it would be shocking if she wasn't. Labled "the next 'IT' girl" by her company handlers, it's clear from today's response that she is indeed 'IT'—along with 'this', 'that' and 'the other'—to whole legions of fans.

After an opening number featuring choreography lifted directly from the game, the contestants skipped onstage in homemade, often-ingenious replicas of Ulala's space-age gear. They shook their moneymakers (and fast) while judges scored them on appearance, dance ability and enthusiasm. After a lengthy debate, **Forest Philbrick** was named the winner.

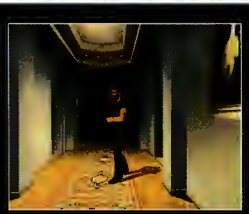
With "cross-over appeal" and "the ability to perform as a role model" (Sega's words), Ulala is the perfect icon in the making. She's looking to appear on several MTV and commercial TV shows, and while these contracts have yet to be closed (we hear), we'll bet that an epidemic of Ulala-inspired, dyed-pink hairstyles sweeps middle schools from coast to coast in six months or less.

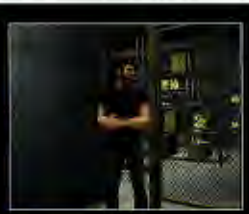
Your first headhunting mission will be in the streets of Beverly Hills, beheading anyone wearing fur or driving a Mercedes SUV.

Hunting *Head Hunter*

"Oh, you weren't supposed to see that," smirks Sega

It was the anti-game of E3, running on a video trailer that Sega would 'accidently' leave running and then refuse to talk about. What is it? *Head Hunter.* Why do we care? Curiosity kills. We do know that it's a third-person game adventure game cut from the *Resident Evil* mold, featuring both indoor and outdoor segments (including one, at least, on a motorcyle). We know that its gameplay is supposed to be totally different from that of traditional adventures. We know that its development is being spear-headed by Sega Europe. We know that developer Amuse wanted to tell us all about it, but that Sega said "no"; and for all of these reasons, we know that it's Sega's next big thing for the holiday 2001 season. As soon as we take a crowbar to Sega's tight lips, we'll know more. Know what we mean?





DREAMCAST'S HOT HUNDRED

HOLY S#@% BATMAN! **Who would've thought a year ago that we'd be where we are now. We've got an amazing 100 titles OUT NOW for Dreamcast. One hundred! That's a stack of games *over three feet high.* And now there's more good news. At this year's Electronic Entertainment Expo in Los Angeles we found out there are one hundred MORE games that are coming down the pipeline of happiness very soon—most within the next few months or so. What a great time to be a Dreamcast owner!**

We knew you'd want the heads up on these games, so we've compiled a complete list of the Hot Hundred up-and-coming Dreamcast games right here. Read it with someone you love.

10 SIX//Sega/Fall: Online strategy shooter meets persistent world a la *Ultima Online*. Prepare for network hijinks in a tank.

102 DALMATIANS//Eidos /Summer: Strictly for the kiddies, this canine cartoon-style 3D adventure lets players bark and scrap for the requisite bone.

18 WHEELER: AMPRO TRUCKING//Sega: Sort of like *Crazy Taxi* for the BJ and the Bear set, you'll pilot a big rig across America and beyond. Network options are being added.

4X4 EVOLUTION//GOD Games/Fall: Race in SUVs across serious off-road tracks with enough features to please the sim fan and enough action to sate arcade junkies.

AEROWINGS 2: AEROSTRIKE//Crave/Fall: Didn't get enough of a flight sim fix with the original *Aerowings*? Get ready to start your engines and dogfight your way across the skies.

ALIEN FRONT//Sega/Winter 2001: Big shooter mech-like tanks blast each other to eternity and beyond in an online action fest that puts Godzilla to shame.

ARCATERA//UbiSoft/Fall: Point and click wackiness ensues as the deep fantasy setting meets a timed adventure in which you must prevent destruction–with a mouse or a DC controller.

ARMADA 2: EXODUS//Metro3D /September: Sequel-tastic space shooter with RPG features crumbled in, to create an online extravaganza that puts the original to shame. Fans take note.

ARMY MEN: SARGE'S HEROES //Midway/September: Little green men come to Dreamcast. The army men are ready to shoot and hack their way across large terrains in this strategy/action game.

BILLABONG PRO SURFER//Mattel Interactive/November: Not much is known of DC's version of this surfing surfari, but the license speaks volumes. Expect to don a wetsuit and attack some killer waves.

BLACK AND WHITE//Sega/TBA: Peter Molyneaux's highly anticipated "God-sim." Hit the DNA lounge and create armies of beasties to take over the world–the virtual world.

BOARDER ZONE//Infogrames/October: As the snowboarding title-in-waiting, Housemarque's smooth-running, pretty little boarder sim finally gives *Rippin' Riders* a run for its money.

www.DailyRadar.com

SNK's Uncool Uncool Doom

Is it videogaming history for hardcore favorite SNK?

Our beloved planet wasn't blown to bits on New Year's Eve, but Y2K has already been a year of colossal losses, 'restructuring' tactics and unexpected tragedy for many of our favorite videogame companies.

After Sega of Japan's dire financial announcements and dramatic reorganization, it was SNK's turn to face reality. A much darker one. As you may have noticed, it's virtually impossible to find any SNK hardware and software on US store shelves.

On June 13, 2000, SNK USA—or what was left of it—asked retailers to return any unsold products in return for full reimbursement. Some retailers boxed the stuff up, others calmly protested. "I'm not returning any of it," a Software ETC store manager told **ODCM**. "I love my NGPC, and so do my customers who bought it. Nothing beats playing **Card Fighter's Clash** through a link cable."

So, humbled and quiet, SNK quit our glorious landmass—unaware that this was only their first step into the (videogaming) grave. In what felt like a scene from *The Insider*, an SNK Japan spokesperson (who shall remain anonymous) revealed the shocking truth: "SNK will stop producing videogames. **King of Fighters 2000** will be the last one." The source quit the company a few days later. "Working at an SNK that doesn't make videogames means nothing to me," he explained.

SNK wouldn't go on record at press time, but it seems that it will start selling Pachinko (look it up) machines and games by the end of August.

Let's hope that an intelligent publisher picks up SNK's classic licenses (**King of Fighters, Fatal Fury, Metal Slug** etc.), and that the very promising **Cool Cool Toon** (character shot at right) finds its way to a US release. SNK, old pal, we'll miss you.

What's next for the cast of SNK's *Cool Cool Toon* and *KOF*? According to rumor in Japan, Capcom may be in line to snag some of SNK's franchises. Will *CCT* be among them?

BRAVE FIREFIGHTERS //Sega/TBA: Maybe, maybe not. Sega's arcade "real-life" smash will put the hose in your hand and flames on all sides, if it happens. Perfect for *Backdraft* fans.

BUFFY THE VAMPIRE SLAYER //Fox/November: Action adventure done Buffy-style, with polygonal foes and models. Expect lots of levels and plenty of nods to the WB series that shares its name.

BUZZ LIGHTYEAR//Activision: Yet another *Toy Story* licensed game come to life on Dreamcast. Action, adventure and the odd mission are sure to follow.

CANNON SPIKE //Capcom/Fall: Arcade style beat 'em up, cooked to perfection in the Capcom kitchen. Loads of cool characters and plenty of high-powered artillery. One to watch.

COLIN MCRAE RALLY 2//Codemasters/TBA: The best game ever, according to about twelve million different PlayStation editors, and it's finally coming to Dreamcast! It'll have rally cars, rally tracks, and of course, rally controls.

DARK ANGEL: VAMPIRE APOCALYPSE//Metro3D/September: A 3D hack'n'slash of gothic propor- tions, looking absolutely amazing right now. With a female lead and plenty of swordplay, we can't wait to get some play time.

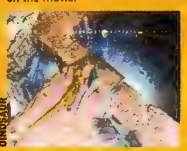
D2//Sega/Summer/Fall: Is it or isn't it? Warp's magnum opus starring Laura (*D, Enemy Zero*) and some pesky tentacles is on the way for action adventure fans who love the snow.

DEEP FIGHTER//UbiSoft/Summer: Underwater action, adventure and even bits of resource management in this mission-based thriller from the folks who made *Subculture*.

DEMOLITION RACER: NO EXIT//Infogrames/Summer: Racing, demolition and the ol' *Test Drive 6* engine combine to create a wreckin' car racer that puts the emphasis on destruction.

DAVE MIRRA FREESTYLE BMX//Acclaim/TBA: Fully licensed and ready to shred the course, Bay Area-based Z-Axis is getting full input from the game's star to create a stunning BMX biker. Plenty of courses. Cool.

DINOSAUR//UbiSoft: A morph-tastic ride through the Disney-licensed prehistoric world, based on the movie.



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Maybe Winter Nights?

Bioware: "Yes." Sega: <*evasive, smiling rhetoric*>

The online gods of Bioware are smiling on DC, but will Sega listen?

Those clever chaps at Edmonton-based **Bioware** *(MDK2, Baldur's Gate)* are at it again. The company unveiled its latest online PC RPG, **Neverwinter Nights,** at the latest E3 show in Los Angeles to a flood of kudos and praise—it snagged a shelf full of awards from several publications. Narrowly based on the world of **Advanced Dungeons & Dragons,** *NWN* allows gamers to play Dungeon Master in order to create entire worlds of their own or to manipulate existing plots, characters and storylines in a multiplayer game. This free-form, evolving structure will result in a total experience lasting (purportedly) between 60 and 100 hours for single players, and an assortment of multiplayer modes—including deathmatch—will stretch this lifespan out even further for groups playing online.

Bioware was so impressed with Sega's online plans that it's looking at getting in on the multiplayer action by adding the AD&D roleplayer to its SegaNet lineup. **Greg Zeschuk,** CEO and Executive Producer of *MDK 2*, comments, *"Neverwinter Nights* was designed with a console future in mind. BioWare has solid Dreamcast experience with *MDK 2*, and with the Dreamcast is moving toward a multiplayer future, *Neverwinter Nights* would be a natural addition to the system." With **Phantasy Star Online** as the only other RPG slated for online release with SegaNet, *NWN* would be a perfect addition to the family. Bioware approves: the ball is in Sega's court. And Sega is dribbling...

Pocket Gamer

ONLINE GAMING is bigger than Dreamcast: this is the subtext of a recent Sega statement, announcing its new partnership with cellular phone giant Motorola. As per the agreement, Sega will develop APIs (geek-speak for 'development systems') to be used for creating games and content playable on Motorola's next generation of cellular devices. In addition, Sega is creating several titles exclusively for the cellular market (to be distributed free with the phones), by refitting the tried-and-true formats of several successful puzzlers and action games to the new cellular specs.

Zombie Net

Capcom Japan serves a feast of new games to hungry DCs: Bon appetit!

The good news: **Capcom** has announced its plans to take over the world. The best news: Dreamcast figures prominently in its scheme. Capcom's Japanese press release reveals a September drop date for the much-anticipated **Capcom Vs. SNK**, and an Autumn launch for the first title in its multi-chapter RPG series **El Dorado's Gate.**

Multiplayer *Resident Evil*? Zombie: "Must get online... must check my stocks..."

And here's a news bite big enough to keep you chewing for days: Capcom Japan has announced a *Vampire Hunters* (**Darkstalkers,** to US gamers) compilation package (for release on the Home Islands, only), and a Winter debut date for its DC conversion of NAOMI fighter *Private Justice League 2* (**Rival Schools** in the US).

Capcom has left one more little mint on our pillow: a **Resident Evil** game will soon be playable between various systems in Japan. Will the DC be among the internet-ready VIPs, tapped by Capcom to herd the undead horde online? Cross your fingers.

DREAM ON GAMES WE WISH WERE ON DC

BURNING FORCE NAMCO 1989 (GENESIS)

The rarest of all shooter types, *Burning Force* was a forward scroller a la *Space Harrier* (although most of the missions keep you on the ground). With an absolutely brilliant variety of enemies (which never repeated from level to level), a fantastic color palette, stunning bosses (in excellent pseudo 3D), a top soundtrack and surprisingly little to do with urological dysfunction, this is a forgotten classic for the Genesis. A Dreamcast version could be everything that *Geist Force* couldn't be.

DREAMCAST'S HOT HUNDRED

Continued from page 22

DRAGON RIDERS//UbiSoft/Winter: Steeped in the mythology of Anne McCaffrey's familiar *Chronicles of Pern* series, you'll explore a 3D world full of magic and mayhem.

DREAM DOROBO//TBA/TBA: Showpiece for Sega's DreamCall technology, you'll be able to complete the game only by calling on/up a friend for help. Fascinating.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE//Sega /August: An old classic gets a 128-bit facelift—and she's lovely. Everyone's favorite dolphin returns to find Atlantis and save the world, cetacean-style.

SKIES OF ARCADIA//Sega/November: Another Sega RPG that looks to consume the world with greatness, we kid you not. Turnbased battle; gorgeous graphics; killer gameplay.

EVIL DEAD: HAIL TO THE KING//THQ/Q3: Ash and his undead pals are back for some over-the-top chainsaw action, based on the cult classic films. FMV backdrops plus gory slaughter-fest gameplay.

EVIL TWIN//UbiSoft/November: '80s goth meets console platforming. Guide a heroic orphan through his sinister world, to save his friends and live out his superhero fantasy.

F1 WORLD CHAMPIONSHIP RACING 99//UbiSoft/Fall: More tracks and over 20 different F1 vehicles! Promises to be even better than last year's edition.

F355 CHALLENGE//Acclaim/September: A hardcore racing sim fan's wet dream. Pilot nuthin' but Ferraris across realistic tracks, mastering the art of driving and two-player competition.

GAMEROOM//Sierra/Fall: Granted, we don't know a whole lot about this online title, but we do know that Sierra plans on having it ready for launch with loads of activities like billiards for players to enjoy.

GOLD & GLORY: THE ROAD TO EL DORADO//UbiSoft/Fall:The animated movie gets a companion videogame courtesy of UbiSoft. Adventure, platforming and puzzle elements all work their wonders throughout 20 levels in glorious 3D.

GORKA MORKA//Ripcord/Fall: Futuristic Hot Orc Action™ with cars and firearms. Set to topple *Vigilante 8* from the car combat throne, you'll race and destroy at the same time.

THE GRINCH//Konami/September: Dr. Seuss' walking wet blanket storms Dreamcast in a suitably loathsome style. You'll invade Whoville and destroy the joy for points; a cynic's delight.

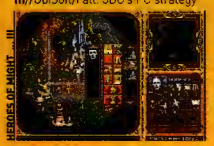
GUNBIRD 2//Capcom/October: Old-school shooter from the arcade-based partnership between Capcom and Psykio. Fans of the genre will appreciate its 2D appeal.

HALF-LIFE//Sierra/September: Labeled the best first person shooter EVER, Valve's atmospheric shooter comes to Dreamcast with extra missions and full network compatibility.

HEAD HUNTER//Sega/TBA: We know close to nothing about Sega Europe and Swedish developer Amuze's action adventure game. But it looks positively amazing. Stay tuned.

HEAVY METAL FAKK 2//GOD Games/TBA: A first person shooter based on the upcoming *Heavy Metal* animated movie extravaganza. Plenty of hot babes in leather, and plenty o' action just for context.

HEROES OF MIGHT & MAGIC III//UbiSoft/Fall: 3DO's PC strategy



RPG gets its comeuppance on console. The series' third installation heads straight for Dreamcast with tiny horses on gridded battlefields.

INRA DRAG RACING//Bethesda Softworks/TBA: Hot-rodding console-style, featuring realistic flavors of the real sport and neat tricks for getting across the finish line. From the PC racing series.

INDIANA JONES & THE INFERNAL MACHINE//Lucas Arts/TBA: Long rumored, finally confirmed. Indy runs, jumps and swings across cavernous gaps, collecting loot and solving puzzles. Fully 3D with action elements.

ILL BLEED//Sega/Fall: One of the more creative and intriguing adventure games on display at E3. A spooky horror puzzler to challenge your senses. Big update next ish!

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Sega's game creators:
Now, even *more* independent!
Left to their own devices, will they raid the wet bar?

If you fear that Sega is going to give up game development to make the next Outlook Express, sit back and relax. In a move to make its first-party titles even stronger, SOJ's internal R&D teams have been redefined as financially independent, separate 'companies' within Sega, and given carte blanche to name themselves whatever they want. In this week's episode, we learn: Wacky is as wacky does. How about **Smile Bit,** the new name for AM6, creators of *Jet Grind Radio*? Or **United Game Artists**–the new name for Tetsuya Mizuguchi's R&D 9 (a.k.a. the SC5 team)?

If nothing else, this name game has given designers the motivation to begin promoting and marketing their own titles in Japan and the US. Whether we'll see a Sonic Team logo on an Xbox or a Dolphin game is anyone's guess, but it's clear that Sega has indeed entered a new era. Will gamers reap any benefits? Time will tell.

***Jet Grind Radio* Producer Kawagoe Takayuki is ecstatic (he always looks like this when he's happy), thanks to the end of AM6 and the birth of Smile Bit.**

LET'S FACE IT: the teams that created *Jet Grind Radio* and *Space Channel 5* were saddled with crappy, uninspiring names. Now that the situation has been rectified, SOJ's level of creativity can only explode from here on out. But will it? Let's take a look at the new names, and see if they're really any better than the old:

OLD NAME	NEW NAME	YOU MAY REMEMBER THEM FROM
R&D 1	**Wow** Huh. Not bad. Is that really the name?	**House of the Dead, Get Bass**
R&D 2	**R&D2 of CRI** Trying for R2D2 of C3PO	**Shenmue, Ferrari F355 Challenge**
R&D 3	**Hit Maker** Didn't that come with the Casio keyboard?	**Crazy Taxi, Virtua Tennis**
R&D 4	**Amusement Vision** That's already half a haiku!	**Spike Out, Slash Out**
R&D 5	**Sega Rosso** Simple, strong, Italian: family-oriented	**Sega Rally, Star Wars Arcade**
R&D 6	**Smile Bit** Thumbs up: Quirky and unpretentious	**Jet Grind Radio, Typing of the Dead**
R&D 7	**Over Works** Arrogant, yet yearning for prole cred	**Eternal Arcadia, Sakura Wars**
R&D 8	**Sonic Team** It says what it is. This week, that's cool	**Sonic Adventure, Chu Chu Rocket**
R&D 9	**United Game Artists** Stinks. Stick finger in dictionary; repeat	**Space Channel 5**
Digital Media	**Seisaku-bu** Well, it's in Japanese. Sounds cooler ...	**Wave Master, Roomania #203**

HOT LIST

Yeowwww! I burnt my fingers!

WE WANT IT BADLY
5. NBA2K1/NFL2K1
4. GRANDIA II
3. ETERNAL ARCADIA
2. JET GRIND RADIO
1. STUPID INVADERS/TONY HAWK 2

YOU WANT IT DESPERATELY
5. SHENMUE
4. TONY HAWK 2
3. JET GRIND RADIO
2. SONIC ADVENTURE 2
1. NFL2K1

YOU VAGUELY YEARN FOR
5. ETERNAL CHAMPIONS 2
4. STREETS OF RAGE 4
3. NIGHTS 2
2. SHINING FORCE ANTHOLOGY
1. DRAGON BALL Z GT

Hot for a particular game? Hot for teacher? Got a hot idea to put in this section of the mag? Send it to: hotlist@dreamcastmagazine.com

TOP TEN

Best Selling Titles 6/16/00

1. TONY HAWK'S PRO SKATER CRAVE
2. VIRTUAL ON: ORATORIO TANGRAM ACTIVISION
3. RESIDENT EVIL: CODE VERONICA CAPCOM
4. RAINBOW SIX MAJESCO
5. GAUNTLET LEGENDS MIDWAY
6. SPACE CHANNEL 5 SEGA
7. CRAZY TAXI SEGA
8. NBA2K SEGA
9. STREET FIGHTER A 3 CAPCOM
10. SONIC ADVENTURE SEGA

NPD THE NPD GROUP, TRST

Them's Fightin' Tunes
Mars Colony ready to release gaming soundtracks

You're playing your favorite fighting game for the thousandth hour, thinking, "Wow, this music is so dope. It's just not enough to hear it over and over while I play the game. I also want to hear it in my car, in my walkman, on my alarm clock... I want it to be the soundtrack for my entire life." Great news: thanks to SoCal-based **Mars Colony Music,** it can! The first US licensor and "dedicated record label" of console game soundtracks has already set a release date for its first trio of game tunes, taken from the Capcom library of awesome titles: **Power Stone, Street Fighter III: Third Strike** and **Resident Evil Orchestra.** For more details, check out Mars Colony Music online at **www.marscolonymusic.com.**

The Real Slime Shady

One of the "weirdest videogames ever" got weirder this week, as one of our readers wrote in to tell us she'd found a "hidden character" in Seaman. 'Christina' reported raising a pasty, heavy-lidded Seaman that was "way more obnoxious and bad-tempered than any Seaman I've ever seen."

"He was a total bottom-feeder. And all he would say is 'My name is—' over and over. It got really annoying. I asked him to stop, but he said, "If you mess with me I'll f#$@in' KILL you."

Bizarrely, the evil Seaman, who she dubbed "Seamanem," jumped out of the tank and bit her. "So that's when I flushed him," said 'Christina'. "But not before I took this pic to send to you."

DREAMCAST'S HOT HUNDRED

Continued from page 22

JAMBO SAFARI//Sega/TBA: Not yet announced for DC, this arcade title will have you roping rhinos and giraffes from the cozy comfort of an all-terrain vehicle. Suburbia?

JEREMY MCGRATH SUPERCROSS 2000//Acclaim/Summer: No, not Jenny McCarthy, darn it. That would be cool. *JMS2K*'s got the tough stylings you expect of this series, with more options and modes, plus a retooled engine to suit DC's power.

JET GRIND RADIO//Sega/Fall: We've said it all. Set to the hippest soundtrack against the coolest visuals ever, *Jet Grind Radio* is readying an inline-skatin' revolution; it's *Xanadu* for the new kids.

KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD//GOD Games/Fall: A first person shooter, licensed to kill. The infamous '70s glam rock quartet (lately of Todd McFarlane's comic book series) comes to DC. Networklicious!

LEGACY OF KAIN: SOUL REAVER 2//Eidos/Spring 2001: Sequel to the much-touted gothic action adventure. Raziel is back in black and at it again, with new Kain-catching tricks up his flesh-free sleeve.

LOONEY TUNES SPACE RACE//Infogrames/Fall: Styled after the cartoon franchise and looking just as hip, Bugs and friends will race to the finish line in typical wacky kart style with weapons, power ups.

MAGFORCE RACING//Crave/Now: In your neat magneticized craft, you'll be looping the loop in races on various Dramamine-indicated courses, while collecting weapons and powerups.

MARVEL VS. CAPCOM 2: NEW AGE OF HEROES//Capcom/August: Lightning-paced fighting action with everyone's favorite characters, from good ol' Spidey and his ilk to the more obscure Capcom fighters. Goodies galore.

MAX STEEL//Mattel Interactive /September: He's a street-smart fish-out-of-water in a world he never made. Just kidding. Using characters and situations from the Saturday morning CG series, *Max Steel* has action, adventure and lots o' platforming surprises.

METROPOLIS STREET RACER//Sega/Fall: British boy racing on international streets takes an amazing graphical turn. It's a slick car racer, moving in to oust games like *Ridge Racer* for the crown.

SUPER RUNABOUT//Interplay /September: Following up *Felony 11-79* on PlayStation, it's a mission-based car game with crazy vehicles and plenty of objectives. Play as the cops, if you're feeling civic-minded, or as the street avengers, if you want to go on a vigilante rampage.

MTV SKATEBOARDING//THQ/TBA: With Tony sitting pretty atop the skating roost, THQ's licensed title aims to knock it loose. Plenty of tricks, skaters and courses; the title may change. We'll see.

MR. DRILLER//Namco/Out Now: The cutest mascot ever drills his way through Skittles-colored blocks in order to free his town and mesmerize the world. Addictive arcade puzzling. Mission accomplished.

THE MUMMY//Konami/September: Action adventure based on the hit film. Play as Brandon Fraiser–or at least his screen counterpart–in order to collect goodies, kill enemies and win the girl.

NFL BLITZ 2001//Midway/September: Adrenaline-charged arcade football that'll whet your appetite for the sim heavy *NFL2K1*. Muchos moves, strategies and codes.

NFL QUARTERBACK CLUB 2001//Acclaim/Fall: Acclaim's followup in the *Quarterback Club* franchise. Acclaim seems determined to bring the series back to its original glory. We'd tell you more, but then we'd have to make stuff up.

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Alive and Kicking

It came, it saw, it kicked much hiney ... Dreamcast stole E3 and ODCM was there to drive the getaway car

May 11, 2000

We had our doubts, okay? We admit it. All of the news before this year's E3 pointed to the inevitable death of Dreamcast at the hands of its competitors, and the hype was really getting us down. But upon arrival at the Los Angeles Convention Center, we decided that if Dreamcast is, in fact, on its deathbed, it's going to be the most beautiful corpse ever (which would make us all necrophiliacs—who knew?). Instead of the sombre, cavernous booth void of interest that all of the pundits were predicting, the bustling Sega space was clearly alive and kicking. Its pulse was the sheer amount of playable games on display; its brain was the large tented area sectioned off and dedicated to its fully playable online titles; its—um—nether vitals had to be the bountiful stage acts that kept the crowd enthralled. From the *Space Channel 5* show featuring the wiggles (and wig) of Ulala to an exhibit devoted to that amphibious misanthrope, *Seaman*, Sega's slogan should've been "more, more, more!"

We got to play games like *Jet Grind Radio*, *Ready 2 Rumble 2* and even *Quake 3 Arena!* One Sega representative claimed that over 100 titles were shown at the show for Dreamcast, and we won't argue with that number. So all in all, E3 turned out to be a pretty good antidote to apprehension. Just as the Grinch's heart grew three sizes on *that* special day, our little nagging doubts grew three times smaller after only the first ten minutes. And the best part was that Sega just *knew* it ruled: it strutted its networked and non-networked stuff for the public with none of the tentativeness or spotty marketing that has sometimes weakened its presence in the past.

The company does have its work cut out for it. But unquestionably, DC owners are going to get the best of everything the industry has to offer in 2000—and most likely, in the next year, too. And the rather keen-looking host of micro-mini clad *Space Channel 5* back-up dancers certainly didn't hurt Sega's cause, either.

So here we are: all tired out from fighting off booth babes (shyeah, right) and combating rabid otaku for cool tchachkes...not to mention collecting tremendous exclusives for our readers, of course. Now, it's time to toddle off to all those *really* dreadfully boring (read: insanely fun) star-studded E3 parties...but don't cry for us. We're always willing to risk our sobriety, our dignity (Evan really got down and dirty with a bunch of fanboys in a fight over the last Morolien blow-up toy) and even our sanity, all "for the kids." Read on for each editor's take on the festivities and, more importantly, the stars of the show—the games! Until next year.

Best Floor Show: Space Channel 5 Dancers

Putting on the most entertaining (and eye-teasing) show at E3—hands down—Sega packed 'em into its booth, in the open spaces surrounding a massive stage. Every 20 minutes, Ulala and a bevy of beauties (appealing both to gentlemen AND ladies) would dazzle the crowd with a spectacular show. And if you missed it, they'd show up above the *SC5* kiosks for a peep show straight out of a '60s spy movie.

The entire Sega booth was devoted to a massive number of PLAYABLE upcoming titles, with special attention paid to the ones that utilized Dreamcast's online compatibilities. Plus—*NFL2K1* and *Quake 3* were up and running online!

It's the videogame event of the year. For three days in May, 62,000 retailers, developers, investors and journalists invade the LA Convention Center to explore the Electronic Entertainment Expo, where they view and play over 2400 of the hottest new products in interactive entertainment. For three nights, these same people will party until they embarrass themselves and their employers. At least—that's what we did...

PHOTOGRAPHY BY JUDE EDGINGTON.
ADDITIONAL PHOTOS BY GAVIN ROBERTS

Babe Battle!

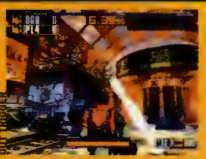
Who would win in a fight: Lara or Ulala? Let's examine their strengths and weaknesses.

Lara Croft (as modeled by 17-year-old Lucy Clarkson, above) is built like a brick—um, oven. She could schlep one of *TR*'s giant boxes all the way from New York to Pasadena without breaking a sweat.

Ulala (at left, played by Kelley Cooper) on the other hand, looks like an underfed chicken. Based on bulk alone, we ought to bet on Lara...but we wouldn't. We suspect that Ulala isn't the kind of girl who fights fair—and that Lara gets homesick and cries a lot. Really, who would you pick?

DREAMCAST'S HOT HUNDRED

Continued from page 24



OUT TRIGGER//Sega/Q4: Network compatible, *Quake*-like shooting. Loads of maps; up to four players can play on the same machine. Throw it online and players will multiply like rabbits.

PBA TOUR BOWLING 2//Bethesda /Fall: PBA sets the record straight about pro bowling. You'll aim for the pins and knock 'em down in this network-compatible sports sim with lots of modes to choose from. Silly but oddly cool shoes not included.

PEACEMAKERS//UbiSoft/September: One of the first realtime strategy titles to hit DC, you'll have a chance to fend off the media and the enemies through 16 missions. Giving peace a chance, one realtime strategy at a time.

PHANTASY STAR ONLINE//Sega /Early 2001: Sonic Team's ambitious effort to bring online roleplaying to the masses, pick up your sword/staff as one of the numerous heroes and cooperate with strangers across the net.

PICASSIO//TBA/TBA: Stealthy action adventure from the land of crumpets and such. Play an art thief and steal your way across different museums while avoiding detection.

PLANET OF THE APES//Fox /November: Those damn dirty apes are at it again and you play the human willing to risk it all in order to figure out what the heck is going on. Rock me, Dr. Zaius!

POD II//UbiSoft/September: With an elaborate story to back it up, gamers everywhere will be able to race against one another online in various vehicles across ten new tracks "with interactive events."

POWER STONE 2//Capcom/August: Fourplayer frenetic fighting reaches a feverish pitch with Capcom's sequel to the highly original, highly contagious *Power Stone*. Insanity pills not included.

PRINCE OF PERSIA 3D//Mattel /September: A retooled DC port of the PC sequel to one of the most enduring action adventure games ever. Mattel promises more hack 'n' slash antics for the DC version

QUAKE III ARENA//Sega/September: It's *Quake* and it's coming. Need we say more? It's going to be online. You'll never leave the house again.

QUEST OF THE BLADEMASTERS //Ripcord/ November: Loads of multiplayer online minigames will be running amuck in the network compatible counterpart to Ripcord's action RPG.

RAILROAD TYCOON II//GOD Games/Summer: Up and coming entrepreneurs got a taste of this sim on last issue's demo disc and the full version will sport the entire tale from rags to riches.

ROGUE SPEAR//Majesco/TBA: The port of the *Rainbow Six* sequel is guaranteed to be underway by the company that brought you the oft-delayed, but finally available original.

READY 2 RUMBLE 2//Midway /November: More boxers, more wackiness and an even bigger tongue planted firmly in its cheek. Expect one-hit KO's and loads more features to be included. Online? Yes.

RED DOG//Sega/TBA: Argonaut's tank-type thang is one of the games that has always just been on the edge of release in the US. Now it's really coming. No, really-it is.

SAMBA DE AMIGO//Sega/TBA Maraca madness looms largely on the horizon as Sega prepares to unleash the musical mayhem on the US. It's fun and it counts as aerobic exercise. It might sell for as much as $100, but we'll keep you posted.

SAN FRANCISCO RUSH 2049//Midway/September: Futuristic take on the ol' *Rush* formula. An arcade port with some DC-exclusive goodies.

Top 5 DC Games of the Show

The Cream of a Creamy Crop!

Wait until you see this game in action. Even the most jaded gamers will be blown away.

Jet Grind Radio (Sega)

Fun, frenetic and borderline illegal, Sega's ode to futuristic inline skating gone criminally wrong looked great and played even better. A long line of gamers lined up against a wall of kiosks can't be wrong, can they? Well, not about video games at any rate.

Just Tag It.

Grandia II (UbiSoft)

Francesca nearly cried for joy when she saw a playable version of Game Arts' upcoming RPG masterpiece in UbiSoft's booth. Smooth and gorgeous, this was the veritable star in the niche crown at the show.

Stupid Invaders (UbiSoft)

Is there an orthodontist in the house? Take a look at these choppers! For the point-and-click-er in us all, UbiSoft unveiled its playable code for this cartoon-styled alien fest—and it looked amazing. The DC gods are definitely smiling on us.

NFL 2K1/NBA 2K1 (Sega)

Network play, uploading stats, head-to-head match-ups...has Sega gone mad? Honestly, no. They've just gone online and we couldn't be happier. Improved graphics aside, we can't wait to scrim against strangers and friends.

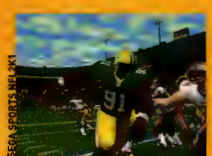
UFC (Crave)

One of the most heavily hyped titles at E3, Crave's polygonal brawlfest is looking and playing better than ever. And with an increasingly deep counter and reversal moves list, it may have the brains to back up the brawn.

DREAMCAST'S HOT HUNDRED

SANITY: AIKEN'S ARTIFACT//Fox Interactive/TBA: Yet another Fox Interactive treat for DC owners with the DC port of the PC action RPG with plenty of 'psychic' issues to deal with. Full report next issue.

SEADOO HYDRO CROSS//Vatical /TBA: With a name like '*SeaDoo*,' how can you possibly go wrong, we ask? Especially if said '*SeaDoo*' is attached to a wondrous jetski-like racing title. Wah.



SEAMAN//Sega/Summer: Talk through a microphone and into your television. Your TV houses a surly man-fish who grows right before your eyes. Sound strange? It is and we've reviewed it in this very issue.

SEGA GT//Sega/September: Loads of cars, loads of options and some very simulation-like handling all add up to what Sega's betting on to be THE premiere *Gran Turismo*-killer-app.

SEGA MARINE FISHING//Sega/TBA: Bass Fishing takes one giant leap across the mountains and heads for the deep sea with this arcade port of the mother of all fishing games. A DC port is underway.

SEGA SPORTS NFL2K1//Sega /September: It's all about the pigskins and playing against your pals via the www. How much better can it get? Read our preview in this issue.

SEGA SPORTS NBA2K1//Sega /October: The boys are back in town and ready to take to the courts in the online-compatible hoops jam to bring down the house. No kidding.

SEGA SPORTS WSB2K1//Sega /Summer: While it ain't online compatible, it does look like it'll be a winner. With development being done in Japan, this is one baseball sim to keep an eye out for.

SHENMUE//Sega/Winter: Dubbed and possibly subbed, Suzuki's magnum opus adventure game is nearing release. Expect to be Immersed™ and mesmerized by small kittens and leather jackets.

SILENT SCOPE//Konami /September: The arcade smash finally gets its console due with the sniper-rifling antics of counterterrorist troops. It ain't got the sniper rifle peripheral, but it still rocks.

SILVER//Infogrames/Summer: Action RPG of PC proportions as you play David and must rescue your luvverly wivvee from the clutches of the evil emperor, *Silver*. Check out our review.

SONIC SHUFFLE//Sega/October: It's all about multiplayer party games when SegaNet gets up and running. Sonic will be there with his pals in this Mario-Party-ish rumble.

SOUTH PARK RALLY//Acclaim /Available Now: Kart(man) racing done *South Park* style with all the usual M-rated hijinks of the foulest-mouthed kids to surface in the US pop culture conscious since, well...ever.

SPEC OPS ONLINE//Ripcord /November: The counterterrorist online-ready add-on pack that will follow up the *Spec Ops* Omega goodness to be released this summer.

SPAWN//Capcom/October: Multiplayer madness and plenty of dark, moody characters populate this comic book wundershooter with plenty of action muscle. Let 'er rip.

STAR LANCER//Crave/September: An online shooter with looks that could kill—and they virtually do. Control spaceships and dogfight through the milky way. Plays smooth and looks really purty, too.

STAR WARS BOMBAD RACING //Lucas Arts: Aarrgh! It's superdeformed *Star Wars* racing done with Jar Jar Binks! Expect kart-racing to reach a new level when this hits shelves.

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The Surprise DC Games of the Show

18 Wheeler (Sega)

Sega strikes again with this truly bizarre 'trucker sim', *18-Wheeler*. Believe it or not, the game is really fun to play, proving Sega's knack for making the ordinary extraordinary. Catcalls and extended middle fingers not included.

Alien Front Online (Sega)

Nobody—not even our trusty **ODCM** spies—saw this one coming. One of the show's most under-hyped, hype-worthy titles, *AFO* has graphics, gameplay and gimmics to lust after. A full preview awaits, on page 60 of this issue.

Ferrari 355 (Acclaim)

While rumors had been swirling around the imminent release of Yu Suzuki's excellent racer, nobody knew just how far along it actually was. Sega and Acclaim have teamed up to get this baby out the door, and it's looking great.

We don't know what 'Tuff Break' is, and frankly, we don't care.

Babe Battle 2!

Perhaps our favorite videogame industry cliché is the gratuitous "Booth Babe" parade that goes hand in hand with every trade show, be it TGS or E3 (or an Orthopedic Footware Expo, for that matter). Here's your chance to compare and contrast. We were boggled and bamboozled by the number of lovely women working the floors and pounding the aisles.

Next: The autographed **ODCM** nude staff calendar. Fran can't wait.

After finishing their organic chemistry final, these girls come to E3 to make some spending money.

DREAMCAST'S HOT HUNDRED

STREET FIGHTER III: THIRD STRIKE//Capcom/Out Now: More 2D Street Fighter goodness from the minds at Capcom. Um, it fights real good. What more can we say? No, really.

STUNT GP//Infogrames/September: Gravity-defying, bowel-stirring racer with an emphasis on stunts and trick performing for extra points and excellent opportunistic graphics.

STUPID INVADERS//UbiSoft/Sept: A 2D fest of point-and-click proportions is about to hit. We are prepared to get no work out of either Evan nor Chris. It's *that* cool.

SUPER MAGNETIC NEO//Crave/Out Now: Mascot wackiness in the form of the super colorful Neo and his Pao Pao Park friends as you magnetize your way through platforming levels.

SYDNEY 2000//Eidos/September: Officially licensed Olympics shenanigans in the form of track and field, as well as diving, kayaking and other button pounding activities.

SYSTEM SHOCK 2//Vatical/TBA: Very cool surprise announcement by the publishers of E.G.G. A space shooter with very impressive adventure elements and action goodness. More to follow.

TEST DRIVE V RALLY//Infogrames: Rally cars are here! Infogrames' latest racing fest is dedicated to muddy tracks and mastering your powersliding skills.

THE NEXT TETRIS//Sega/TBA: Head to head tetris done across the internet in a friendly manner with monkeys. No, we're serious. This game's got wondrously cute monkeys to cheer you on.

TOKYO XTREME RACING 2//Crave: Two-player's been cancelled, but if you're looking for another dose of street racing (with no jaggies), you've come to the right place.

TONY HAWK 2//Activision/Sept: The Hawkman returns to the scene in his upcoming skatefest with all new features and more tracks. See full report in this issue, including an interview with the man, himself.

UFC//Crave/September: No holds barred fighting comes to Dreamcast with excellent, high poly models, great fighting action, and the brother of that "Let's Get Ready to Rumble" guy. Very, very fun.

VIP//UbiSoft/November: Pamela Lee Anderson and the girls from the hit TV series get polygonal in the action/adventure title built for interactivity—or something like that.

VIRTUA TENNIS//Sega/July: Best. Game. Ever. See for yourself in the full review of the game in this month's Test Zone. Yes, it's our lead story. Yes, you're shocked. Play the game, and you'll be shocked too.

WACKY RACES//Infogrames/Now: It's a licensed cartoon racer with loads of personality and that cool cel shading technique that seems to be so hip with the kids these days. Maybe because it was so damn hip when we were actually kids. Our review is in this very issue.

WALT DISNEY MAGICAL RACING TOUR//Eidos/Summer: Mickey and the rest of his posse hit the road in the grisliest gangbanging shootout ever on Dreamcast...NOT. Your typical light hearted kart racing fare with a license to boot is coming your way!

WORLD'S SCARIEST POLICE CHASES//Fox Interactive/November: Can't get enough watching cops smash bad guys? Well, now you can live it in Fox's latest smash-em, crash-em, racing adventure.

WWF ROYAL RUMBLE//THQ/Fall: 20 licensed wrestlers with four-on-four action in the big ring. Could this be the game that wrestling fans have been waiting for on DC.

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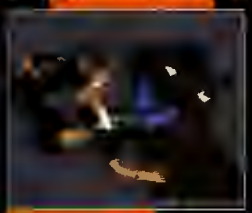

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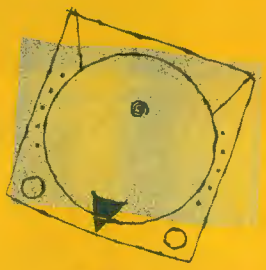

ODCM's Party Games Spectacular

A cold midnight in front of Dave's house...

"Well, I'm @#$!@ if I'm going back in there," says Dina. "I was having a pretty good time until that damn monkey started throwing his own poop around. And Falcon started throwing chairs. And Sonic threw a tantrum. Yeah... happy bloody birthday, Dreamcast! ...does Fran know we're leaving, or is she still up there trying to get Sonic to come out of the bathroom?"

"I don't know... And I don't suppose," says Dan, very, very calmly, "That you happen to know where Seaman is either, do you?"

Dina turns as white as a ghost. "Holy #$%^!!!"

[Flashback to earlier that evening]

It all began innocently enough: just a group of friends on the **ODCM** staff, getting together to celebrate Dreamcast's first birthday and to reminisce about last year's September of Love, when Sega unleashed its 128bit beast on the public. Twelve months later, ODCM stirred the martinis and phoned up a few famous polygonal friends to join in on the (fully expensed) festivities.

No one could possibly have predicted what would happen next...

[continued on page 36]

PHOTOGRAPHY BY MICHAEL SEXTON ✦ CHARACTER ILLUSTRATIONS BY NASKA C.

The ladies at Cake Creations in San Mateo, CA took personal pride in this work of leavened genius. They even sculped the Dreamcast's rear ports in frosting! We thought about plugging it into the TV to see if a giant eclair (or something else of the pastry ilk) would come up on the screen, but thinking made us hungry so we ate it.

Blow It Out!

EDIBLE AND PLAYBLE Here's to one great year and 100 great games (see The Goods for a complete list)! Dreamcast played host and we played Dreamcast, grooving to the gameplay rhythms of *Samba de Amigo*, *Space Channel 5*, *Virtua Tennis* and *Power Stone*--and then we blew out the candle on our Dreamcast cake, and dug into three layers of bakery fresh heaven. For atmosphere, we broke the seal on one of our notorious ODCM Total Fun! paks (cute date sold separately), which includes all of the key ingredients for a top-shelf Dreamcast bender:

- 1 US Dreamcast, 1 Japanese Dreamcast
- 4 control pads, 4 maracas, 1 goat
- 1 exceptionally large granola/yogurt/fruit salad (Fran's special poison)
- Phone numbers of local florists, for ordering flowers to be delivered to assorted irate girlfriends who've been waiting up all night
- 1 donkey/guy from *NextGen*
- 1 packet of donkey tails (with thumbtacks)
- Peat moss

And for this party, to really do it up, we added:

- DJ Shadow tearin' the tables, Chuck D rippin' the mic (a.k.a. Vince & the Crack Monkey)
- 96 baby quiches
- A camera for recording 'special' moments

Virtua Tennis

PUBLISHER **SEGA SPORTS** RELEASE DATE **JULY** PLAYERS **1-4**

FRAN VS. EVAN:

Grudge Match #74 was decided by Evan's sudden foray into the kitchen in search of Ulala, which clearly constituted a forfeit.

Doubles tennis is the key to getting three of your friends in on the action with you: and it's SO much better than bridge. Set your own rules in Exhibition Mode or go for the jugular in Arcade Mode, and you're catapulted with balls a-flying into the short-shorted world of professional videogaming tennis. And the frightening player-likenesses provide grand opportunities to be funny at someone else's virtual expense. *[For the record, ODCM has finally started saying "no" to Next Gen when they ask for matches; winning every match has apparently lost its charm. —Ed.] [NOT! —Fran]*

MULTIPLAYER TIP: The best way to wow your opponents is to drop a spectacularly fiendish corner serve by lightly tapping the analog stick down and to the specified corner, then lightly lobbing the ball into place. It's a real stinker that is difficult to return.

PARTY RATING:

The gang's all here and ready to shake a racquet (or four), but first we must find out where Dina is hiding her hands.

"Steeeek your maracas in your..."

[continued from page 34]

EARLIER THAT EVENING

The monkey was the first to arrive, along with Blake from *Next Gen* and his favorite pair of maracas. *Samba De Amigo* clearly isn't a game, to them: it's lifestyle. Suavely, Blake suggested that a few rounds of *Samba* was a good way 'to get things started'.

"Si! Si! Vith van leetle mo-di-fi-ca-tion," added Amigo the Samba monkey, rubbing his paws and hopping around in front of the TV. "Te-qui-la!"

"Oh, I get it," said Chris. "Every time you lose a game you have to slam a shot."

"Si senor! And everytime you ween you also have to slam a shot."

"Every time you ween?" Chris asked.

"Si. And eef you draw, you have to..."

"Slam a shot of tequila?"

"Si."

Twenty minutes later, the tequila was all gone and Amigo was doing laps around the living room, shouting "Samba! Samba! Steek maracas up your [censored] Aiiiiieeeeeeeeeee!!!!"

"Nice," said Dina. "I hope he doesn't start throwing poop at us like the chimps at the zoo do."

Splat.

"Bastard."

STAR POWER

"Speaking of bastards," said Evan, peering out of the window, "I think Seaman has arrived."

A black stretch limo drew up to the curb outside and a white-gloved hand appeared, holding a baggie of water.

"I think Michael Jackson is in there with him!" yelled Evan.

The hand was followed by a wiry blue arm—and Sonic the Hedgehog, wearing wraparound RayBan sunglasses and a waist-holstered Palm Pilot hauled himself out of the limo. Failing to see the curb through his totally black lenses, he tripped and fell face down in the gutter, dropping the baggie: which broke and splattered everywhere. Seaman flapped desperately on the sidewalk, gasping for water.

"Damn, the neighbors are gonna freak!" cried Dave. He ran outside and grabbed Seaman (who was already being stalked by the neighbor's cat) with one hand and Sonic with the other, and hustled them upstairs and into the house. The whole operation took about ten seconds.

Sonic looked up at Dave. "Hey blondie! Where's your bathroom?" Dave pointed down the hall, and Sonic swept inside and slammed the door. Chris grabbed Dave by the collar. "What did you do with Seaman? Do you have any idea how big the lawsuit will be if that fish dies at our party? Seaman could put us in a very sticky situation." Everyone exchanged looks.

"He's in the fish tank, Chris. It's cool, dude. It's cool," said Dave, reassuringly.

"Actually, I don't think it's that cool," said Dina, peering into the tank. Inside, Seaman was arguing with the resident goldfish.

When Blake (Next Gen's Features Editor) arrived at the party, he brought hats and matching maracas for all. Dina fainted. He was promptly escorted back outside.

GALAXY GIRL

Meanwhile, in the kitchen, *Space Channel 5*'s Ulala was busy ignoring Dan, Blake, his monkey and Evan, while talking animatedly to her agent on her cellphone.

"So tell Regis I'll be there tomorrow morning to start taping...no, I don't care what Kathie Lee says... She just doesn't want me sitting next to her... Well, Stan, let's put it this way—one of us wears a zero-gravity bra, and the other needs one. Know what I mean?"

Evan, fueled by his third martini and desperate to avoid the newly revived Sonic, who was already waxing nostalgic—not for the first time—about the Genesis days, steadied himself with one arm on the fridge (neatly pinning Ulala) and decided to try his luck. He slurred, "Ooooooohhhhhhh... Laaaaaaaaaahhhhh... Laaaaaaaaaahhhhh," in what he thought was a breathy, sexy, French sort of voice, which really sounded just like an old dog snoring.

Ulala stared at him. Hard.

"Er, yeah! So. Um. Yeah. Cool. That's like, the way I like to say your name. It's cool, you know? Like, yeah. Um." Said Evan, flaunting his brilliance.

"Yes. That's lovely. Unfortunately, I don't happen to speak English," said Ulala (enunciating clearly). "And I have to go somewhere."

"Where?" Said Evan.

"Over here," she replied, and took two steps to the right.

"Awww...come on! Gimme a date, why dontcha! Or a kiss?" pleaded Evan, puckering up.

"I'm seeing a Morolien, thanks," she snapped, and stormed off into the lounge.

[continued on page 38]

Evan: "No, really, babe...I'm getting the band back together and I think I see a little dance routine in your future..."
Ulala: "You are so going home alone, babe."

Space Channel 5

PUBLISHER **SEGA** RELEASE DATE **OUT NOW** PLAYERS **1**

THE NIGHT WAS YOUNG: and we were sober. Which was probably why our party rounds with Ulala and her pet Moraliens didn't gather much of a crowd of onlookers; most folks (including Ulala herself) were still hanging out with the vodka in the kitchen.

But all martinis aside, is *Space Channel 5* a good party game, or not? The answer really depends on whether or not your friends are the kind of people who get into chanting "Up, Down, Up, Down, Chu, Chu, Chu!"—and whether they're new to the game.

The real party factor of *SC5* is its groovy soundtrack, which can be blared via Dreamcast's wondrous stereo capabilities without actually playing the game. Crank the sound and get 'chu-ing.'

MULTIPLAYER TIP: Get the ladies to join in on the fun. Set up rounds to see who can get the furthest, and reward the winner with—well—it's *your* party, you figure it out.

PARTY RATING:

Twist of lime: a good pair of turntables. Cocktail onion: the guy who drinks all of your beer and is therefore the last guy who's going to get in a car to go buy you some more. Pretty scrappy logic, Dan.

"Fueled by his third martini, Evan decided to try his luck"

Dina: "Wouldn't you know I'd be the one who ends up with Seaman in my drink." The rest of the team: "Oh. If we only had a dime for every time we've heard that at a staff party..."

Power Stone 2 balances the blend of versus fighting and cooperative play with a huge variety of environments and small objectives during rounds.

Powerstone 2

PUBLISHER **CAPCOM** RELEASE DATE **AUGUST** PLAYERS **1-4**

FIGHT. FIGHT. FIGHT! The trick is to keep it quiet enough so your busybody neighbors don't call the police; firepowered torches and earthshaking tanks can get a little loud. With plenty of male, female and non-human characters to choose from, there's a fighter for nearly everyone at any party.

Play co-op with another friend to beat down the competition or get less civilized and opt to obliterate all enemies in your path (including loved ones). Just plug in four controllers and get bashing with all sorts of weaponry. But be prepared for more than just a straight-ahead fight–you'll have to flex some other skills like running, jumping and even swimming to show your party attendees who the boss is.

MULTIPLAYER TIP: It's a wise idea to unlock the three extra stages and two secret characters to vary the choices for your guests. Save them to a VMU, grab an Arcade Stick or two, and you're ready to go.

Pparty rating:

True four-player madness begins with *Power Stone 2*. And it ends when someone forgets to bring three extra DC controllers.

Chris gets 'hardcore' with the handsigns. We laughed. We were puzzled.

WHERE IS SEAMAN?

"There's a monkey throwing poop in your lounge," said Ulala to Dave.

"I know," he replied. "And there's a fish that looks like Boris Yeltsin fighting with my goldfish in the dining room. And there's a drunken hedgehog eating all of my baby quiches in the kitchen."

"This party's weird," said Ulala.

"I know," said Dave, solemnly.

That's when Dan raised the alarm.

"Seaman's not in the tank, Dave. There's just an angry-looking fish."

"Oh, crap. Chris is going to kill me," despaired Dave. "Did he get eaten?"

"Goldfish aren't sharks, Dave," said Dan. "Get everyone looking for him. He can't have gotten far."

Fran spotted him first. She pointed an accusatory finger at Dina, who was sipping her (eighth) martini.

"There's Seaman in your glass!" She shouted.

"Urgh!" gasped everyone.

"Er... I mean, 'There's Seaman! ...In your glass!'" corrected Fran.

And there he was, flopping and gulping about in Dina's martini, mumbling something about guppies and skewers and hot boiling oil.

"There's not enough liquid in there for him—he'll drown!" wailed Fran.

"Hang on," said Dina, looking wildly about for the nearest source of water. She rushed into the bathroom and plopped him into the toilet bowl.

"Now stay there while I fill up the bath," she said. Seaman let out a wave of expletives as he splashed around in the toilet.

PARTY CRASHERS

And that's when all hell broke loose in the lounge. After a couple of Sapporos, *Power Stone*'s Falcon and Rouge were going at it full tilt. Turns out Falcon had been showing her his new moves, and accidentally KO'd her (and Dan) in the process. Then, less than impressed, Rouge made a grab for his—um—power stones. In the ensuing commotion, no one noticed the blue hedgehog slipping furtively into the bathroom again...

"There's Seaman in your glass!"

Don't be an Evan!

We all know someone like Evan: brash, obnoxious and hungry for refined sugars. he's never heard phrases like 'BYOB' and 'You don't have to go home, but you can't stay here.'

Our solution is to bring a camera and perform the function of a mirror.

"If they refuse, turn the hose on them"

PROPER PARTY ETIQUETTE What happens when otherwise good party guests go bad? How do you handle it when friends (or famous friends, more appropriately) begin trashing your house and consuming everything in sight? For advice, we decided to turn to the handy book packed in every ODCM 'Total Fun' Pak, Dave's bestselling *Feng Shui of Bein' Cool!* In Chapter 10/*Do your girl a party favor: save the furniture, save the relationship!* we found these words of wisdom:

1. Go outside and turn on the hose. 2. Approach the 'misbehaving' guest with caution, confidence and/or a concealed blunt object. Show no fear, in any circumstances. Speaking slowly and soothingly, ask them to leave the premises.
3. If they refuse, brandish your object menacingly until they retreat outside, then turn the hose on them. Lock doors securely for the rest of the evening.

Dave: "Hey, HEY! Didn't I tell you guys not to fight inside the house! And you! If you make that face, it might just get stuck that way!"
Falcon and Rouge: "Yes, Mr. Dave... we promise to behave...(snicker)"
Dan: "Yeth, Mithtuur Dbave...(hic)... Hey, look! A pretty lil' lady jus' fell in my lap!"

Earlier this evening, Dina replaced Evan's regular hat with this party cap to see if he would notice the difference. Let's watch!... All right, it's still on his head... yes, it's still on... Clearly, this new party headgear passes Evan's taste test!

It's the Little! Yellow! Different! party hat you trust.

The Goods

FROM ZERO TO 100... The guest of honor was toasted for providing its journalistic family with some of the most important moments in its gaming lives. With the number of DC titles reaching triple digits, Year 1 has been good to us. How many from the list have you played?

4-Wheel Thunder
Aerowings
Airforce Delta
Armada
Blue Stinger
Bust-A-Move 4
Carrier
Centipede
Chef's Luv Shack
Chu Chu Rocket
Crazy Taxi
Deep Fighter
DOA2
Draconus
Dream Roadsters
Dynamite Cop
ECW: Hardcore Revolution
EGG
Episode I: Racer
Evolution
Evoultion 2
Expendable
F1 World Grand Prix
F1 Championship 99
Fighting Force 2
Flag to Flag
Fur Fighters
Giga Wing
GTA2
Gundam Side Story
House of the Dead 2
Hydro Thunder
Incoming
I-Spy
JoJo's Adventure
KOF: Dream Match 99
Maken X
Marvel Vs. Capcom
Marvel Vs. Capcom 2
MDK2
MK Gold
Monaco Grand Prix
Mr. Driller
NBA Showtime
NBA2K
NFL Blitz 2000
NFL QBC 2000
NFL2K
NHL2K
Nightmare Creatures 2
Omikron
Pen Pen Trilcelon
Plasma Sword
Power Stone
Psychic Force 2012
Rainbow Six
Rayman 2
Ready 2 Rumble
RE: Code Veronica
Re-Volt
Rippin' Riders
Sega Bass Fishing
Sega Rally 2
Seventh Cross: Evolution
SF Alpha 3
SF III: Double Impact
Shadow Man
Silver
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
Soul Reaver
Space Channel 5
Speed Devils
SF III: Double Impact
Striker Pro 2000
Super Magnetic Neo
Suzuki Alstare Racing
Sword of the Berserk
Tech Romancer
Tee Off Golf
Test Drive 6
Time Stalkers
TNN Hardcore Heat
Tokyo Xtreme Racer
Tomb Raider: TLR
Tony Hawk ProSkater
Toy Commander
TrickStyle
Vigilante 8 II
Virtua Fighter 3tb
Virtua Striker 2 ver 2000.1
Virtual On: OT
Virtua Tennis
Wacky Races
Wetrix +
Wild Metal
Worms Armageddon
WSB2K1
WWF Attitude
Zombie Revenge

The Aftermath...

IT'S FINALLY OVER... and although a few stragglers have yet to get the hint and slink out the door, the *real* work is already beginning. For Dave, this consists of calling limos and cabs for those guests too blissed out to drive, and throwing everything into the kitchen sink which will, in turn, be tossed onto the curb for garbage collection the next morning. Sounds easy, but try explaining to the neighbors why a Morolian UFO is parked in their front yard. Until next year...

"No one is too cool for Samba"

Samba de Amigo

PUBLISHER **SEGA** RELEASE DATE **TBA** PLAYERS **1-2**

YOUR US DREAMCAST is no longer safe from the maracas-shaking shenanigans of Sonic Team's *Samba de Amigo*—and you're no longer safe from a nappy old monster called the Macarena, which raises its ugly head on several of the game's stages (clearly, the damn thing just can't be killed). Part parlor game, part experiment in terror, the player is coaxed into stepping onto a flimsy plastic mat (kind of like how the victims of La Guillotine were coaxed into sticking their heads under the blade) and encouraged to shake their maracas at head, hip or knee levels to match the patterns set by a bunch of hyperactive colored dots onscreen. Miss a beat and you'll be boo'd by your friends, loved ones and a whole parade of shimmying carnival-esque characters. Hit the markers in time with the beat, and you'll take a trip to a psychedelic playland where you'll be greeted by a small monkey and his half-dressed cohort (which is, let's face it, exactly what always happens when you enter a psychedelic playland, except without the maracas).

Up to two players can shake the night away to a bevy of Latin-flavored tunes, and even the most hardened of partygoers will be waving maracas and grinning fiendishly after a couple of rounds. Absolutely *no one* is too cool for *Samba*.

MULTIPLAYER TIP: It's wise to save *Samba* for later in the evening when your guests are willing to do just about anything. Then crank up the tunes and get shaking. Its simple premise is perfect for newbies and a challenge to veterans. They'll be lining up to play: we guarantee it.

PARTY RATING:

Make no mistake about it—Sega's *Samba de Amigo* is a team effort, and if you're one of those "I'm too cool to really get into this game but I'll shuffle my feet a little" types, turn your maracas in and take a nap.

Seaman: Let me outta here you Seaman-guzzler!

Dave: I wonder if Dan saw me swallow Seaman just now.

Dan: Why the hell did Dave just swallow Seaman?

WANT A BRAWL? MAKE IT A DOUBLE.

STREET FIGHTER III DOUBLE IMPACT

Street Fighter® fans everywhere get a double-dose of double-trouble with Street Fighter III: Double Impact. This explosive street brawl for the Sega Dreamcast™ contains TWO arcade hits on one disc – Street Fighter III: New Generation and Street Fighter III: Second Impact. Loaded with a new legion of fighters, Street Fighter III: Double Impact is double dynamite!

CAPCOM EDGE

TEEN T Animated Violence ESRB

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Sega Dreamcast.

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tony hawk 2

The man, the myth, the legends... They're all true. Tony Hawk is the greatest skateboarder who has ever lived. The sport's Gordie Howe, Wayne Gretzky and Shigeru Miyamoto all rolled into one.

www.DailyRadar.com

Ecstasy on a 5" Disc

The game that made "bestgamever" a household word at **ODCM** gets a sequel—and we aren't even tired of playing the first one, yet. What gives? Maybe someone at Activision really, really loves us. Or at NeverSoft. Or at Treyarch. Or at all three...

See that little text on the right hand side of the screen? Ignore it. That's just debug stuff—it won't sully the prodigious joy that is *Tony Hawk's Pro Skater 2* in its final boxed and shrinkwrapped state

"You can customize almost every aspect of the game."

TEXT: EVAN SHAMOON PHOTOS: J. GRANT BRITTAIN

TONY HAWK'S PRO SKATER 2 is such a sure thing that it makes death and taxes look like the frikkin' lottery. While PR teams and marketing departments spend millions of dollars in futile efforts to hype unending streams of often-mediocre product, the only hype necessary for *Tony Hawk's Pro Skater 2* is fifteen minutes alone in a room with the game, followed by a cold shower and a cigarette. **ODCM** took a road trip down to sunny Los Angeles—the scene of the crime, and the home of geniuses behind the game—to do just that.

For those of you who jus' don' know, *Tony Hawk 2* has been founded on the same principles that made the original *THPS* so bestgamever. It employs essentially the same engine and general control scheme that made its world-beating older brother so irresistable, combined with gorgeous, third-millennium graphics and animation. Which means that it's bound to be, like its predecessor, an immediate classic. But how could they make a perfect game better, you ask? Well, the devil—as they say in the trade—is in the details: Think *Tony Hawk's Pro Skater* pulled apart with tweezers and rebuilt by the Jet Propulsion Laboratory. There're things in this game you never knew you needed. But you do.

CHRIS RAUCH, NEVERSOFT designer, summarizes the upgrade best: "The biggest addition, I think, is the customization aspect. We've put in a brand-new park editor, and you can customize almost everything: characters, levels, tricks, you name it. There are plenty of new levels to keep you busy. And hey, if we missed a spot...with the editor, chances are you can build it yourself."

Yup, you heard right. Gamers can tinker and enhance at will, and then grind the holy marrow out of their own skateparks. Selecting everything from ramps to rails to quarterpipes to

HOW TO PLAY WELL WITH OTHERS

In real life, waiting at the top of the ramp and cheering or jeering—while catching your breath—is what you're doing a lot of the time when you skate. Skaters take turns, see. And it's just the same in *THPS 2*'s various skating competitions, including a special skateboard version of the playground b-ball game H-O-R-S-E. Of course, there're also options for simultaneous two-player action. In these modes, players compete in various activities—performing tricks to see who can rack up the most style points, racing between various obstacles on the tracks, or tagging different obstacles by tricking off of them in Graffiti Mode. Whether or not the Dreamcast version of *Tony 2* will employ the console's four-player capability isn't known at this date, but it isn't too unreasonable to expect. Right, Treyarch? Please? Thank you.

Even in these early shots, we can see that the graphics have improved significantly. What you can't see here is the amazing quality of *THPS 2*'s animations. They're as slick as a new bride's—um—hair.

cosmetic elements like streetlights and fire hydrants, you can expect to be moving individual pieces all over the stage like a whole lotta legos. Over 200 items will be immediately movable when the game ships (Fortune Cookie say: "You will soon have no life."), and players can even modify their skaters' physical attributes, clothes and skills—or create their own from scratch. You can give your guy a mullet, for chrissakes (for some great styling tips, check out www.mullethead.com).

IN TERMS OF GAMEPLAY, *THPS 2* includes a host of new tricks—nose/tailslides, nose/bluntslides, varial flip, a multitude of new grabs, expanded inverts, lip tricks, nollies, more realistic switch skating and—most importantly—manuals (see **boxout**). When they wipe out, players will see enhanced bails, nutters, knee slides, pole wraps, board breaks and wall splats. Although there was no motion capture done for this game, Tony and company did extensive video sessions for NeverSoft. Tony Hawk explains why: "We wanted the right people doing the tricks, not just me doing everyone else's tricks." And more good news: the hand done animation actually looks smoother and more realistic than last year's mo-capped efforts.

You can compete against friends in the original Trick Attack, Graffiti and HORSE modes, plus check out a brand new Tag Mode. In addition, the new multiplayer contest disciplines of Regular and Best Trick enable 1-8 players to take turns skating beats in the competition levels of the game.

"I bought a Commodore 64 just

The Hawkman of Encinitas

ODCM kicks it in SoCal avec Mountain Dew and Slurpees, too...cooling down with the greatest skater ever

Growing up in the skate-ramp deprived eastern wastes of this country, ODCM editors Evan and Chris used to fantasize about places like Encinitas, CA, where the sun always shines and the hanging out is easy...Where you can hire a plane to spot empty pools (oh, wait, that was Gleaming the Cube)... And where YMCAs feature not snot-filled indoor pools, but giant, pro-calibur skateparks. Our dreams came true this issue, with a pilgramage to one of the true holy sites of skating—the Encinitas YMCA skatepark. We signed a liability waiver in blood, dodged a flying board or two and were jaw-droppingly impressed by a private demo from the master. Then Tony Hawk took off his helmet and sat down, and told us everything we wanted to hear.

ODCM: Waassaaaaabi.

TONY: Catchin' some air, landin' some tricks.

True, true. Okay, so everyone and their moms call the game *Tony Hawk*. What do you call it?

Usually *Pro Skater* or *THPS*. But it's funny, 'cause whenever I talk to people at Activision they always talk about the success of *Tony Hawk*'—to my face—like he's this other entity. It's strange. They're like, "*Tony Hawk* is doing great!" and I'm like *[squinting down at his wiry chest and arms]* "Huh?"

Given the success of *Tony Hawk*–*[Tony glares at us]*—um, *Pro Skater*, have you considered quitting the whole 'skateboarding thing' to become a full-time game designer?

No! Not even close. I've always been into games. I played 720° all the time when it came out, and I bought a Commodore 64 just so I could play *Skate or Die*. So yeah, games are cool. Especially skating games...

Two days before these shots were taken, Tony thought he broke his knee in a failed attempt to do the 900 at this ramp's grand re-opening. Did it show during this session? Not at all.

CAN A MAN [OR A WOMAN] GRIND WITHOUT A RAIL?

And then there's

the manual. On the ground or when you're landing an ollie, you can quickly press down-up or up-down to manual or nose manual—i.e., to roll forward balanced on the back or front trucks. It's basically just like a wheelie on a bicycle (although it isn't called a wheelie, even on a bike—any minutiae-minded gamer knows that in the jargon of freestyle BMX it's still called a manual). A manual works like a grind, racking up points with every foot traveled, but it's also a good way to stretch out your trick combo. If you aren't near a grind-able rail, you can use the manual as a stopgap to keep up your chain.

When you interview Tony Hawk, you do it in *his* office...

Can't jump to another rail at the end of this grind? No problem—pull a manual (see text above) and you can keep the combo chain going.

There are three additional skaters in the game, who you can roll out at some of the most legendary spots in the skating—including Marseilles Skatepark, Manhattan and Skate Street Ventura. All of these locations are now far more interactive, and littered with secret areas, short cuts, ramps and objectives. There's even talk of including unlockable mini-games, although none have been revealed at this time. Essentially, the game that never got old is now infinitely deeper, tighter, and more flexible. *[Evan's gratuitous pun that originally followed this sentence has been deleted. You know. For the kids. –Ed.]* Your thumbs are going to be in a world of pain, as will your grades/free time/relationships. But it's all good.

AFTER WITNESSING what Treyarch did for Crave's Dreamcast version of *THPS*, Activision has again enlisted the minds at that company to handle the Dreamcast port of its sure-fire sequel. And the LA-based developer appears to be grabbing the bull by the horns, the donkey by the tail, and the goat by the goat-nads in order *Continued on page 48*

so I could play Skate or Die."

Tony patiently endures another question, as he contemplates (we think) olly-ing through Evan's head.

Did you ever play it in Skate in the arcade?

TONY: Yeah, that was pretty fun. It was actually kinda the stepping stone to Pro Skater. It was really good, but you didn't have much control over what the skater did (except for the timing). I dug it though. I mean, I just stumbled across it in an arcade and could hardly believe my eyes. But the bottom line is that I'm a skater, that's what I do, and all of the other stuff is just—well—peripheral. But I mean, it's still a lot of fun. It's awesome to have these cool opportunities and to be so involved in the game.

What other games are you into?

I'm into games like *Rayman* and Abe's Oddworld—you know, random weird stuff like that. I don't really have time to play everything I want. I got an N64 and was all 'Ill three every night for awhile trying to beat Mario, so I wasn't very popular with everyone in my house. At least with Pro Skater, I can tell my wife I'm working.

So you guys must've had a real cracked-out time when you created the top-ten games of all time?

Good, obviously. But, I didn't really make the game. I made suggestions as far as how to move the game true to skating, but it was Neversoft who made the game so fun to play. I mean, we provided all the references and all the tips—plus the skating motion capture—but Neversoft just took it and ran. They really dove into skate culture. It wasn't like they were just trying to interpret it however they could. I mean, those guys know what a handflip-to-reverse-grind is for real.

Pro Skater is generating Zen—when you pull a cool combo in the game, you basically feel like everything is right in the world. You know, maybe you had a fight with your girlfriend, but if you can get a combo on the roller rail in the Chicago Skate Park and then grind the whole rail, you know everything will be fine... They should've used Zen in the UCLA level, don't you think? Anyway, how did you possibly improve on the first game?

I know what you mean. But I feel like the first game was just sort of a foundation for this one. There's so much more to do and so many more tricks; people are gonna be blown away by the fact that it could be (and is) that much better.

Tony displays the lovely underbelly of his Birdhouse board. Yes, it will selectable in the game.

And the 'manual' thing opens up a whole new door for crazy combinations...

What's your favorite part of the new game?

TONY: I'd have to say it's the abundance of tricks. I mean, the skatepark editor is great, but I'm not looking forward to building my own skateparks as much as I'm looking forward to skating the parks that other people build—that's what I really wanna see. I don't know if I have the patience to build the perfect park. I just like the number of tricks you can do, and the fact that you can hook each guy up with whatever tricks you want—personally, that's the kind of thing that excites me the most. I love new tricks.

How many tricks can you do in real life?

I have no idea. I mean, I've invented 80 or 90 tricks... *[Asking around, we later discovered that Tony's trick repertoire is usually estimated at "several hundred" by seasoned Tony observers. —Ed.]*

What's up with the soundtrack? Why is it hip-hop this time instead of punk?

It's not. The game's got both. I think that's very cool, because it opens up a broader range of tastes and more people will be into it.

What do you listen to?

Usually just the voices in my head. But my latest obsession is the new Moby record. I listen to all kinds of stuff—I love Jane's Addiction, but in terms of punk, I'm more into the old stuff—LA, '80s, X, that kind of thing. You know the Dead Kennedys track in the first game? That's something that I was really into.

Okay. Think fast, here. You're stuck on a desert island with one videogame, one CD and one book.

That sucks.

Well, yeah. But odds are good that a boat will find you, eventually. Um, for real—what are they?

Hm. Can I burn my own mix CD?

No.

Fine. Then I guess *The Clash on Broadway*, Disc 2. I've listened to that one a lot, and still do. Videogame? I'd definitely say *Pro Skater 2*. And the book...hmm. I guess I'd just have to settle for the gift that keeps on giving—a subscription to ODCM *[He actually said Maxim, but we believe he really* meant *to say* ODCM *—Ed.]*

So someone throws something at you—a bus, say, or a piece of fried chicken—with malice

Exclusively on Sega Dreamcast.

E Animated Violence

developed by CRI CSK Research Institute

CRAVE ENTERTAINMENT

"There's enough here to satisfy even the most diehard flight sausages out there."

Game Fan Magazine

over 25 g-force eating planes

battle head to head in VS mode

combat intensive, armed to the teeth gameplay

AEROWINGS 2 AIRSTRIKE

ACQUIRE SOME TAIL

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“ I feel like the first game was ju

THE PUBLIC TONY

For a guy who's probably signed *millions* of autographs in his 17-year pro career, Tony Hawk retains an amazing amount of enthusiasm for dealing with fans—especially when they're kids (or goofy magazine reporters). Case in point? Tony refused to start a run on the new vert ramp he'd just donated to the Encinitas YMCA (where these pix were shot) until he'd persuaded some of the shyer kids to 'help him out' by yelling "Make it!" when he started a trick and "Wimp!" if he missed. Here, he's discussing the finer points of *THPS* with a few other experts. Does Tony know the button combo for every trick in *THPS* by name? Yes.

(Continued from page 45) to ensure that the game is seriously tuned for Sega's über-console.

Los Angelinos like to say that "It takes 20 minutes to drive anywhere, dude." And after sitting in gridlocked traffic for half an hour awaiting our first chance to play *THPS 2*, we began to understand why freeway shootings used to be so common here—when you're waiting to play *THPS 2*, everyone else on the road is your enemy.

Finally arriving at Treyarch's offices, we manage to barrel-roll from the coasting taxi, burst open the building's steel doors with a headfirst charge, and attach ourselves to a DC controller all in one fell swooping stumble. The first thing we notice is the solid graphical upgrade—which is only to be expected from any 128bit translation worth its salt. While the first game was beautiful on Dreamcast (and certainly a far cry from its chunky PlayStation and N64 bretheren), some (including yours truly) complained about its lack of graphical follow-through. Player models somehow failed to live up to Treyarch's lofty-sounding promise of "triple the number of polygons!"—and the rendering of in-game 3D objects was a bit spotty, as well.

Smashing into a fat man driving a golf cart with your skateboard is just the kind of fantasy that the game enables, and why we love it.

THIS TIME AROUND, technical problems have been thoughtfully addressed. "In the first game, we tripled the poly count on the skater models but it went largely unnoticed because they still ended up looking somewhat blocky and awkward," producer Greg John told us. "So we spent the initial two months developing a brand-new skinning system *[So there is more than one way to skin a cat—or a skater. -Ed.]* specifically for the sequel. This makes the characters look much smoother and more realistic." Coupled with a further increase in the models' polygon count—2,500 versus the original's 1,500—these skaters should look nice indeed when the game is finally finished.

In addition to these structural improvements, Treyarch has a few additional frills planned for the models, should time permit. By affixing 'extra' polygons around the edges of each skater, the team can simulate realistic clothing blowing in the wind (think of these extra polygons as extra fabric). While not quite as realistic

smoothness, and allows you down so you can skate no more. What would you do instead?

TONY: Well, I've got a G4 at home with Final Cut and I'm doing a lot of digital video editing. I've done it in the past as a hobby, but seeing how easy the new technology has made it, I finally have more freedom to pursue it. I've actually started a production company with a couple of friends called 900 Films.

So you're a Mac guy?

Fully.

(The sound of pin holes growing to warm sudden resemblance through the skateboard. Alex, Tony's sweet, adorable son (otherwise known as Spider Monkey) tries to weather a fall. Tony instinctively breaks himself for a moment to care for his child and returns with his game interrupted.)

So, was skateboarding natural or nurture?

Nurture, definitely. My brother gave me his old board, and I really just worked super hard at it. I mean, when I first started skating, I don't think anybody would have said, "Wow he's got natural ability!" or anything. I just persevered, and if there was something I felt like I was sucking, then I focused on improving it. My mother always referred to me as 'determined', but really, she meant stubborn and difficult. It wasn't until I was 13 or 14 that people started taking notice and thinking that I really had something—mainly because I was doing all these different tricks.

Is it frustrating being able to do things in the game that can't be done in real life?

No, it's fun. That's the ultimate skater fantasy—to be able to do all of those insane combinations with no limitations. I think that's what makes it so fun for skaters! You can surmount really hitting huge gaps, and never have to worry about breaking your bones.

(Incidentally, probably not the same way. What is Riley's skating ability like?)

Man, if he keeps going at the rate he's at, I don't even skating until I was ten, and he's doing tricks right now that weren't even invented until I was like, 14.

(Hmmm, maybe we should be interviewing him, instead. Hey! Riley! Dude!—What do you think of your Dad?)

RILEY: He's cool.

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t sort of a foundation for this one. ”

as it was in *Soul Calibur*, this effect—combined with (potentially) changing facial expressions—could make *Tony Hawk 2* a real looker. We're hoping that the team takes the extra time to actually implement these features. The skaters already make the same hand gestures that they do in real life, and we would love to see them wear the matching grimaces.

ANOTHER HUGE improvement on the visual front comes in the quality of skate courses. Playing through the original game, it was easy to tell which PlayStation elements had been worked on, and which had simply been left alone. While some of the in-game objects had been beautifully re-tailored with more polys and high-res textures, others were clearly low-poly, low-res contructions. Worse, some of the original PlayStation 2D bitmaps actually remained 2D bitmaps, since they had apparently never been converted into proper three-dimensional objects.

The boardslide trick is one of the most improved areas in the game. So practice pushing yer Y button.

The sequel, according to the team, will be far more (and painstakingly) uniform on this end. "With the exception of the ramps—which cannot be modified for gameplay reasons—we will be converting every 2D bitmap and upgrading every 3D object in the game." says John.

Result? A seamless environment for seamless skaters—and tighter control to boot. *Tony Hawk's Pro Skater 2* is bound to be all that and then some: dope fat and handsome. And even if you give your skater a big skanky mullet, it'll be the *loveliest* damn mullet the world's ever seen. We can't wait.

AERIAL PHOTOGRAPHY

Like the pix in this story? We're not surprised. Our photographer, Grant Brittain, is the godfather of skate photography. The Photo Editor of skateboarding bible Transworld Skateboarding, he's had his work displayed at the NY Museum of Modern Art. And he's been photographing Tony since before he turned pro.

They say it's not really a Tony Hawk story unless you mention Michael Jordan, so here goes: Tony Hawk the skateboarder makes Michael Jordan look like Michael Jordan the baseball player.

What do you think of *Pro Skater 2*?
RILEY: I like it.
Say, we'll catch you in a couple years. Stay. Tell Jack to stop. How has your success been with the sequel?
TONY: Much more efficient than it was the first time around. It's been fun—I got to add a lot of old school stuff, and to put in a loop that gravity *[that damn downer! —Ed.]* prevented us from putting in the first one.
How do you like being a celebrity?
For me, it's always been about the skating. People get so into the celebrity aspect...but I still feel like just a skater.

All I want to do is go to the park and session...that's who I am. All the other stuff... It's cool because people are always really cordial to me, but for me, it's not about that. It's about skating, period.
Who's the best Pro Skater player you know?
Definitely Jamie Thomas. Right when the game came out, he had knee surgery—so he was at home just playing it all the time, obsessing on it. I think he used to hit around 100,000 points.
All this aside, a crowd of pundits expects to game exploit for the eventual sequel. Many are

Nosebluntslide

Uh, gotta catch 'em all? Actually, Riley, he had to have 'em all, so I had to 'buy 'em all'. I tried to play that Pokemon Snap game, but I didn't really get it.
Hey, thanks for your time, guys. We'll let you go. Thanks!
No problem.

DCNATION

Dreamcast Online:

Now you can download MP3 music files, chat to your

Online Gaming Countdown

Is it September yet? We're jones-ing for online action!

Yes, we're almost there. The online mayhem begins in September, when you'll finally get to use your Dreamcast as it was meant to be used—not as a glorified drinks coaster, but as a true online gaming machine.

SegaNet, the full-service gaming ISP the world has been waiting (and waiting ...) for, is launching: complete with a full payload of awesome games. Can you say *Quake 3 Arena*? *Phantasy Star Online*? *NBA2K1*? *PBA Tour Bowling*—er, wait a second... At any rate, there'll be at least a dozen solid games at your immediate disposal, just waiting to hear and authorize your network password. And hey, who knows? *PBA Tour Bowling* could rock (or at least roll). It's happened before.

THE ROSTER

The first wave of online Dreamcast Games

- **4 X 4 EVOLUTION** AUG
- **BLACK & WHITE** Q4
- **GORKA MORKA** OCT
- **HALF-LIFE** SEPT
- **KISS: PSYCHO CIRCUS** JULY/AUG
- **M.O.U.T. 2025** NOV
- **NBA 2K1** OCT
- **NFL 2K1** SEPT
- **PARLOR GAMES** SEPT
- **PBA TOUR BOWLING** OCT
- **PHANTASY STAR ONLINE** Q1 2001
- **QUAKE III ARENA** SEPT
- **QUEST OF THE BLADEMASTERS** NOV
- **READY 2 RUMBLE 2** SEPT
- **SOLDIER OF FORTUNE** Q4
- **SPEC OPS ONLINE** NOV
- **STAR LANCER** SEPT

We played Quake 3

Arena at SegaNet's Electronic Entertainment Expo booth using a fragaliciously satisfying 3-button mouse and keyboard. Many consider this to be the preferred way to play, and the experience was savory. And since SegaNet's setup used real phone lines, it's clear that the 56k modem is quite adequate for internet play. No word yet on who'll provide the mouse commercially, but if you've played *MDK 2* you know that the Dreampad, when well-implemented, is quite a decent first-person shooter controller.

So you'll be able to get frags o'plenty in the meantime.

Quake 3 will have built-in matchmaking, so you can easily drum up opponents from all over the internet day and night, for as long as your eyeballs (and loved ones) can take it. The service filters out any sub-optimal connections, so you get the fastest speed available. For maximum carnage, you'll be playing against opponents on Dreamcast, PC or Macintosh.

RPG fans will literally explode when the new *Phantasy Star* is released in its new incarnation as an online game. We haven't actually played it, but we're pretty sure that fans will go nuts anyway—after all, it's the first online DC RPG! Yuji Naka, creator of *Sonic Adventure* and recent hit *Samba de Amigo*, promises a true 4-player online experience with a single-player mode that will be "just a small glimpse of the entire game." *PSO* will be released worldwide to all territories at the same time, and gamers from different countries will be able to play together over the network via a new symbolic language.

So once again, Sega is at the forefront of one of the most exciting eras in console gaming history. And while we're frankly worried about that bowling game (just kidding, *PBA Bowling* team), we're pretty giddy about the months to come on this lean, mean, online machine.

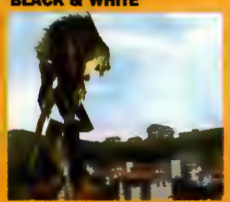
The last reason to own a PC is about to be blown away. *Quake 3 Arena* (pictured) and *Half-Life* are due out at SegaNet launch this fall.

PHANTASY STAR ONLINE

SOLDIER OF FORTUNE

BLADEMASTER

BLACK & WHITE



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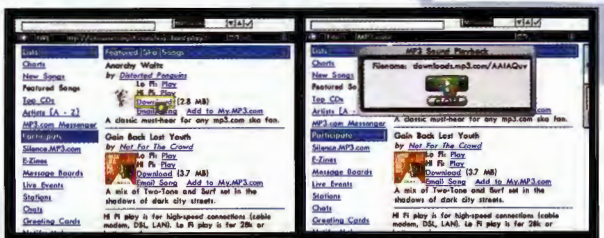
Browser 2.0!

friends in realtime and more

MP3s on Dreamcast: Join the revolution!

Let's get down to it, boppers. You can now search for, download and play MP3 audio on your Dreamcast. In case you don't know, MP3s are hi-fidelity music recordings that are about a tenth the size of a regular CD-quality audio file. That means it takes minutes, instead of hours, to download them over the internet using your Dreamcast's built-in 56k modem. They'll play over whatever speakers are plugged into your TV—either your built-in TV speakers or (if you're the hi-fi type) the ball-bouncingly loud monoliths that play TV through your stereo.



Here's what it looks like when you're downloading an MP3 from MP3.com. Make sure to choose 'download', not 'play'. The MP3 can be played over and over, until you hit the 'close' button. A couple of other sites that will work well with your Dreamcast are musicgrab.com and mp3board.com.

Right now you can't save your audio files digitally—MP3s are too big for VMUs and there's no other storage space—yet—on your Dreamcast. But soon that will be solved. Sega's MP3 player will debut before the end of the year, and it can contain up to an hour of downloaded music. Does that mean you're wasting your time reading this? Absolutely not!

Currently, the MP3 will be downloaded into the DC's 16 megabytes of RAM, where it can be played as many times as you like. While you're waiting for that MP3 player to show up in stores, you can tape-record your MP3s on a tape recorder hooked to your TV's audio out jacks, or even to your VCR—bet you never thought of that, huh?! So despite having no hard drive, you still can build up a library of wonderfully free music by old-fashioned analog means! Not too shabby. Or if you happen to have a recordable minidisc player... Anyway, if you're any kind of techie at all, there's no doubt you can rig something up. Now, when's that chicken lovin' Zip Drive coming?

Some caveats: MP3s are a bit controversial these days, since a huge proportion of what's available out there is distributed in violation of copyrights—i.e., the artists don't get paid. If you're surfing for non-kosher material, you may be frustrated because these songs seem to be taken off the internet as fast as they go up. So don't blame it on your poor Dreamcast—it's an MP3-specific hang up.

Fortunately, there're plenty of legal tunes out there for you to enjoy. Many artists just want the airplay, even if they don't see any money from it—and they've set up their own sites where you can see them strut their stuff.

We've been puttering around the net for months, looking for the choicest music sites. MP3.com breaks music down into more categories than you ever knew existed, which makes stuff easy to find. Looking for some rap, for example? Would you like East Coast or West? Dirty South? Bass? Horrorcore? Or one of nine other natty little classifications? Hey, you might even learn something (like patience) while you're at it. You'll find more MP3-related data at www.dreamcast.planetweb.com.

While this grainy spy photo appears to depict a VMU with a ponytail (or maybe Fran), it actually shows an MP3 player that's capable of holding a whole hour of music—on shelves by year's end.

ONLINE NEWS BRIEFS

JAVA COMING TO DREAMCAST

There's a new browser in town, and it's got Java. No, not the coffee—although that could help you through some of those marathon gaming sessions (especially when you're attempting to play *MDK2*). Java is an operating system used in many different types of electronic devices, from a PC to a cell phone or Palm Pilot. And the new Dreamcast 3.0 browser, coming in September, is going to have it, too.

What does that mean for you? Simply that Sega is keeping ahead of the curve on developing technology to ensure that your beloved DC will be your networking vehicle of choice for a long time to come. In fact, the Dreamcast will be the first *internet appliance*—that's the business world's term for inexpensive surfing machines that aren't PCs—to support Java.

Huh? You didn't know your DC was an internet appliance? Well, it is, and it's part of a phenomenon that's expected to grow to be a $20 billion market over the next four years. And your Dreamcast is on the cutting, bleeding edge.

BE A CHATTY CATHY

Browser 2.0 now supports Internet Relay Chat, or IRC. You can log on to any number of channels to talk to others who, just like you, are surfing and gaming on the internet with our favorite console. And get this: you can even start your own channel, where you can talk about whatever you want and keep people you don't like out. Who ever thought that becoming a baby dictator would be so easy? Dreamcast makes it possible.

There's no room to go into particulars here, but luckily it's all explained at http://www.dreamcast.planetweb.com/community/chat.html. Check it out. You'll never be lonely again (unless you get banned from all the channels. Which, knowing you, might happen).

STAKE YOUR CLAIM ON THE WEB

You can find all the tools and information you need to create your very own web page at Planetweb's http://www.dreamcast.planetweb.com/community/homepages/.

Get a website account with tons of space—absolutely free—at Angelfire or Talkcity. Then, using your Dreamcast and myriad tools available at Planetweb such as HTML guides, free clip art, goofy animations, form generators and more, you can customize your page to your heart's content—and promote yourself and your page through the Planetweb home or via its links to other promotion sites.

Keyboard Shortcuts

Surfing Dreamcast style is a lot easier if you don't have to use the controller at all. Just about everything you need to accomplish is do-able using keyboard shortcuts, which are revealed below. Even better, there are keyboard shortcuts for frequently typed words, too!

ARROW KEYS move the cursor around
ENTER click on link
KEYPAD 4 back one page
KEYPAD 6 forward one page
KEYPAD 7 home URL
KEYPAD 8 go to the email center
ESC shows the command cluster. Then you can use the arrows to move around the cluster, and then enter to select. This is a good way to stop loading a page that you entered by mistake
ESC (keyboard mode) clears out the whole line of text so you can start over when you mess up.
F1 adds **http://www.** prefix
F2 adds **.com/** suffix
F3 adds **.html** suffix
F4 adds **.edu/** suffix
F5 adds **.org/** suffix
F6 adds **.net/** suffix
F7 clears entire URL line
F8 removes the URL bar. If you start entering a URL by mistake, or the browser automatically kicks you into keyboard mode, this cancels it out
HOME (keyboard mode) moves the cursor to the beginning of the URL line
HOME (regular mode) scrolls up to the top of the screen
PAGE UP scrolls to the top of the screen
PAGE DOWN scrolls to the bottom of the screen
END (keyboard mode) moves the cursor to the end of the URL line
END (regular mode) scrolls to the bottom
DELETE (keyboard mode) erases text *after* cursor
B bookmarks menu
G brings up the URL bar
S toggles sound effects
T toggles between Title and URL in the URL bar
CTRL + ALT + DELETE resets the Dreamcast to browser splash screen. You'll have to reconnect.

You'll need skill, endurance and a reliable blowhole.

ecco THE DOLPHIN DEFENDER OF THE FUTURE

Sega Dreamcast
IT'S THINKING

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Stay away from jellyfish. Remember to come up for air. Don't eat bad fish. Or you could die. Of course, a shark could kill you too. On top of all that, the ocean's in a downward spiral and it's up to you to save it. Tough job, but you'll figure it out. You're the chosen one. The big fish (although you're not a fish). Too bad you can't even count on Greenpeace. The weight of the ocean rests on your dorsal fin.

Appaloosa Interactive

E Animated Blood

COMING SOON

1 What do the Packers and Bucs have in common? Both teams will bow before the might of the Lions this season. Chris hopes.

2 Look at the details! Did we mention that this game comes with historic uniforms for a lot of the teams? It does.

If you want to play Chris online, be prepared. He never lost—*not once*—at *NFL 2K*. He isn't ever going to lose.

NFL 2K1

No cheerleaders: This game is so pretty it doesn't need them

Last year, Visual Concepts put Dreamcast on the map with the best looking football game ever. This year, the company is hoping to redefine sports gaming with easy-to-use online play. And ironically, while this is the feature that Sega is pushing the most, it may be the least of many improvements in the game.

For instance, the running game—last year's only real weak point—has been completely revamped. "What have we done to it?," asks Jeff Thomas, producer. "A better question is 'what *haven't* we done to it?' It's been totally redone. The lead AI guy has been working on doing running for months—it now has a completely different feel." As Thomas explains, "It all starts with the blocking, and that's been redone from the ground up. The blocking is way more intelligent—guys upfield block who they're supposed to, and that improves the whole game." A new juke mode has been added as well: now, all of those smaller, faster runners will have the same advantage that they have in the real game. And a new, as-yet-unnamed "power move" will give your RB's a speed burst in order to hit (and burst through) holes in the line.

The improved blocking engine also comes into play at the line. Rushing is now almost a mini-game in itself; duels at the line are fought with a trigger/button pad combo, and extensive two-person motion capture work has been done to ensure that everything looks right.

More than 500 new effects have been created in Visual Concepts spanking-new motion capture studio. While there have been some replacements, around 300-400 new animations will be in place, including many that were done with two people so that they mesh together seamlessly (ensuring that you won't see a tackler's arm go

IN BRIEF

PUBLISHER SEGA **DEVELOPER** VISUAL CONCEPTS **GENRE** FOOTBALL **ORIGIN** US **ONLINE** YES

\+ Online play, massive new playbooks, even more animations

\- No online fantasy leagues

BOTTOM LINE

The greatest football game in the world is about to get even better.

Everything looks right

Oh—they put Sanders back on the Lions, right?

If the action's too intense, there's also a full GM mode so you can lead your franchise to victory from the front office.

BY THE BOOK

UNLIKE LAST YEAR'S ITERATION, *NFL 2K1* features a unique playbook for every team—more than 2000 plays in all. If a team doesn't run a formation (like the 49ers and the shotgun) it won't be available. Like last year, though, you'll be able to create your own plays.

through a QB's leg, unless it's Joe Thiesman or something).

The real hook to the game, though, should be online play. "We've been working from day one to ensure that the whole experience is totally smooth," says Thomas. You can log on the network with just one button press, and quickly be in a game. VC has spent months ensuring that even with a 56K connection, play will be smooth. In non-technical terms, "We've spread the lag around," he says. It's an effective trick: while the feeling isn't exactly like a local game, we think it's pretty damn close.

The online lobby is extremely simple, so even if you've never been online before, you shouldn't have any problems. On the downside, things like ladders, fantasy leagues and tournaments are going to have to wait until *NFL 2K2*, as the team has been focusing on eliminating that pesky lag. You will, however (and this is sweet), be able to download updated rosters throughout the season. Not only does this mean that teams and injuries will be represented accurately, but if a player suddenly takes off (like Kurt Warner did last year), VC can update his stats to reflect his new playing ability.

So. In a handy nutshell, this game is gonna be great. If you love football, don't get tickets and hop in the car: get a pizza and a six-pack, and log onto the Dreamcast sports arena.

CHRIS CHARLA

Q: How can you tell that Chris didn't take the screens? A: No Lions shots.

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

NFL 2K1/54 DC's most talked about title goes into OT.
SPAWN: IN THE DEMON'S HAND/54 Demon Seed 2?
READY 2 RUMBLE 2/58 R U R34|>Y 2 g37 [16b71\|62
SOLDIER OF FORTUNE/59 'Caz mercenaries are cool.
ALIEN FRONT ONLINE/60 Arcade vs. Home. Yoshiro
4x4 EVOLUTION/63 Online multiplayer armies—and worms!
SONIC ADVENTURE 2/64 Sonic Team delivers, uh, Sonic
GRANDIA II/66 RPG joy, from our pals at Eat Soft
SILENT SCOPE/67 Can Konami deliver action sans gun?
SOUL REAVER 2/68 This time, Raziel's really mad.
VANISHING POINT/73 It's going to vanish... off shelves!
STUPID INVADERS/74 Adventures in stupidity.
SLASHOUT/75 Get medieval on just about everything.
STUNT GP/76 Stunts. Stunts! STUNTS!
TOKYO XTREME RACER 2/76 The return of TXR2!
EVIL TWIN: CYPRIEN'S CHRONICLES/78 No Cure soundtrack?
WWF ROYAL RUMBLE/80 WWF rasslin' goodness!

INCOMING!

All Dreamcast, all the time: planned releases for 2000 and beyond

4-Wheel Thunder Racing	May	Starlancer Online Shooter	Oct
V-Rally 2: CE Racing	Aug	Metropolis Street Racer Racing	Oct
Marvel Vs. Capcom 2 Fighting	Aug	Austin Powers: Mojo Rally Racing	Oct
Sydney 2K Sports	Aug	Silent Scope Arcade Shooter	Oct
Ecco the Dolphin Adventure	Aug	The Mummy Action	Oct
4x4 Evolution Racing	Aug	The Grinch Platformer	Oct
Power Stone 2 Fighting	Aug	Stupid Invaders Adventure	Oct
Vanishing Point Racing	Aug	Peacemakers RTS	Oct
D2 Adventure	Aug	V.I.P. Action	Nov
Star Lancer Online shooter	Sept	Evil Twin Adventure	Nov
Ult. Fighting Champs Fighting	Sept	Buffy the Vampire Slayer Action	Nov
Monster Breeder Sim	Sept	World's Deadliest Police Chases Driving	Nov
Rush 2049 Racing	Sept	Planet of the Apes Action/Adv	Nov
Prince of Persia 3D Action	Sept	M.O.U.T. 2025 Action	Nov
Ferrari 355 Racing	Sept	Jet Grind Radio Action	Nov
Sega GT Racing	Sept	Skies of Arcadia RPG	Nov
Half-Life FPS Shooter	Sept	Deer Avenger Shooter	Nov
NFL 2K1 Sports	Sept	ECW Anarchy Rulz Wrestling	Nov
WWF Royal Rumble Wrestling	Sept	Ready 2 Rumble 2 Sports	Nov
Midway Arcade Hits II Arcade	Sept	Army Men: Sarge's Heroes Strategy	Nov
ESPN Track 'n' Field Sports	Sept	Heroes of Might & Magic 3 RPG	Nov
NFL Blitz 2001 Sports	Sept	Matt Hoffman's ProBMX Sports	Nov
Hydro Sprint Racing	3rd Qtr	Sno Cross International Racing	Nov
Armada II Strategy/RPG	3rd Qtr	Dave Mirra Freestyle BMX Sports	Nov
Rush 2049 Racing	3rd Qtr	Soldier of Fortune Action/Shooter	Nov
Quake 3 FPS Shooter	Sept	[illegible]	Nov
WSB2K1 Sports	3rd Qtr	Dragon Riders Adventure	Nov
Seaman Other	3rd Qtr	Speed Devils 2 Racing	Nov
KISS Psycho Circus FPS Shooter	3rd Qtr	Dinosaur Action	Dec
18-Wheeler Ampro Trucker Arcade	2001	Max Steel Action	Dec
Test Drive Rally Racing	3rd Qtr	Giants II Fighting	Dec
Stunt GP Racing	Fall	The Road to El Dorado Action	Dec
Looney Tunes: Space Race Racing	Fall	Black and White Strategy	4th Qtr
Stunt GP Racing	Fall	Evil Dead: Ashes 2 Ashes Action	4th Qtr
Tokyo Xtreme Racer 2	Fall	Ill Blood Action	4th Qtr
Aerowings 2 Flight Sim	Fall	WWF Game Wrestling	4th Qtr
Boarder Zone Sports	Fall	Sentis Action/RPG	Winter
Buzz Lightyear Action/Adventure	Fall	Test Drive LeMans Racing	Winter
Gorka Morka Racing	Oct	Independence War 2 Shooter	Winter
Sonic Shuffle Multiplayer Puzzle	Oct	Picassio Action	2001
Ms. PacMan Maze Madness Platform	Oct	Alone in the Dark 4 Adventure	2001
Spawn FPS Shooter	Oct	Agartha Adventure	2001
Tony Hawk's ProSkater 2 Sports	Oct	Phantasy Star Online Users RPG	2001
NBA2K1 Sports	Oct	Sonic Adventure 2 Platformer	2001
POD 2 Action	Oct		

As can be seen here, the bursts of gunfire in *Spawn* look as good as any we've seen. On video. You know what we mean. The architecture is kinda—um—sturdy and orange, as well.

Some of the graphics and effects here are seriously impressive—very clean, very crisp, very active. Old Spice.

First good Spawn game ever made

One major improvement would be the addition of analog control—it just doesn't feel right with the digital pad. "That's what *she* said—" Oh forget it.

Spawn: in the Demon's Hand

Also known in some circles as "shaking hands with Mr. Seaman"

Though someone at Capcom clearly failed to consider this game's titular implications, we're happy to report that the swells of laughter whirling around the **ODCM** offices have finally dissipated. We're over it. *<intense snickering and guffawing from the ODCM peanut gallery>* Okay. *Now* we're finished.

This fall, Capcom is bringing Image Comics' flagship hero to the Dreamcast in an arcade-perfect port of its 3D, third-person beat-'em-up/deathmatch title. As a cross-genre hybrid, *Spawn* is clearly inspired by the likes of *Power Stone*, *Unreal Tournament* and even *Tomb Raider*. Using an arcade-y, four-button control scheme to tie it all together, Capcom has attempted to do something very big—but hasn't quite perfected it yet.

As in *Power Stone*, players can score new items, destroy boxes and detonate explosives.

CONTROL FREAK

Fun Fact: Todd McFarlane created *Spawn* after he left Marvel Comics. To ensure that *Spawn* the game properly captures the look and feel of *Spawn* the comic book (and *Spawn* the late-night HBO animated series), McFarlane has signed on as its executive producer. No word yet on who we're supposed to blame for the sticky title.

Levels are huge, multi-room arenas that enable combat in all forms, and players must utilize their environments wisely in order to take suckas out.

There's a huge cast of Image heroes and villains to choose from, including Redeemer, Angel, Priest and the Spawnmeister himself. Players combat each other in free-for-all or team deathmatch-style contests, using the weapons and abilities specific to their characters.

Even at this unfinished stage, *Spawn*'s graphics look nothing short of spectacular. Super-detailed character models, active backgrounds and great special effects make *Spawn* a visual treasure. It's very clear that Capcom has extremely talented and ambitious programmers and artists working on the project.

Which makes it all the more surprising that the control is so lacking. The game is played from a third-person perspective, but the spaztic camera continually shifts while you're running around. While he Y-button gives you manual control over the camera, the technique needs some work.

This may very well be the first good *Spawn* game ever made (anyone who's played *Spawn of Suck* on PlayStation can attest to that), and it may become one of the best action games to date. It is, however, going to take some serious effort between now and the game's October release date to make this oh-so-feasablegoal actually happen. And Capcom's got a great track record, so we're confident. **EVAN SHAMOON**

IN BRIEF

PUBLISHER CAPCOM **DEVELOPER** CAPCOM **GENRE** ACTION **PLAYERS** 1-4 **PERIPHERALS** TBA **ONLINE** TBA **RELEASE DATE** OCTOBER 2000

+ The concept and foundation are in place for an awesome game

+ Dope graphics

– Okay, this is far from finished but—do something about the control, Capcom! Please!

BOTTOM LINE

We'll tell you when we know—check back for a review in the next issue. In the meantime—hand us a tissue.

www.DailyRadar.com

CATCH THE MAGIC!

4-PLAYER KART-STYLE RACING on the Sega Dreamcast

DINOSAUR

Tomorrowland Speedway

Big Thunder Mountain Railroad

Disney's Blizzard Beach

Test Track

Walt Disney World® Quest MAGICAL RACING TOUR™

By land! By sea! By air! *With the help of Chip, Dale, Jiminy Cricket and others, find the pieces of the Fireworks Machine and catch the magic of the* ***Walt Disney World®*** *Theme Parks and Water Parks!*

- ***One-to-four player head-to-head racing***
- ***13*** *tracks including Space Mountain, Haunted Mansion and Rock 'n' Roller Coaster*
- ***13*** *racers including 10 all-new Disney characters*
- ***Frog*** *spells, teacup mines, flying acorns and more*
- ***Secret*** *characters, special shortcuts and hidden tracks*

Disney Interactive

E Comic Mischief

Out Now!

Sega Dreamcast.

Crystal Dynamics

EIDOS INTERACTIVE

With new moves and costumes, plus more variety laid into the AI's routines, you can't expect to simply breeze through Championship Mode this time around.

"Yeah, girlfriend, I got *BACK*. I got *FRONT*, too—just check me *OUT*. I hear you ain't enough for your *MAN*, see? You wanna watch me make him smile? 'Cause I can kick your ropey ass *TWICE*."

Ready 2 Rumble: 2nd Round

Midway gets its mitts on for another round: better call a doctuhh!

One of the most enormously successful titles in Dreamcast's launch lineup was Midway's tongue-in-cheek ode to professional fisticuffs, *Ready 2 Rumble*. While the gaming world watched in amazement (with virtual arms akimbo!), *R2R* lured players in droves with its easy, novice-friendly play and wacky character models. And now, its new millennium sequel is set to reintroduce fans to the world of arcade boxing, wooing them with a longer, deeper moves lists and some heavyweight new additions to the familiar cast of favorites.

For *Ready 2 Rumble: 2nd Round*, gamers who found the original to be a little too shallow for their liking should be more than pleased to discover that Midway was listening quite intently. Your opponent, for instance, has suddenly become a very smart boxer—be prepared for him or her to put up a canny, intelligent fight to corner you or to avoid being cornered. And while the control scheme will remain very similar to that of the original, you can expect to find a few new touches (such as an instant KO move that you'll earn if you enter Rumble Mode three times during your match) that are the gaming equivalent of stocking stuffers.

Despite its continuing preference for arcade-y controls, Midway is attempting to make this iteration of *R2R* more of an exercise in realism than the original ever was. This means that A) opponents will be appropriately responsive to your attacks, and B) the level of difficulty will ramp up nicely between matches. Plus, a bevy of new boxing 'systems' will give you more of everything that you already loved, includ-ing counters, reversals, deluxe combos and special moves—think of *DOA 2*'s complex fighting system wearing a pair of boxing gloves and you're on the right track. Clearly, Midway had more in mind with this game than a simple rehash.

POPPED BY THE KING OF POP?

MICHAEL JACKSON VS. SHAQ Yes, Michael J and Shaquille O'Neil are both playable characters in *R2R: 2nd Round*, and the question just begs to be asked. If the fight was over the issue of who'd had a better videogame named after him, we'd have to go (of course) with the King of Pop and his classic style-over-substance thrilla, *Moonwalker*. Whereas, if you still own *Shaq Fu*...slap yourself. Publicly. Thank god Shaq's day job worked out.

Butcher Brown gets ready to put Afro Thunder to sleep. *R2R2*'s Rumble Mode will feature brand new special moves for the connoisseur.

1 All the classic characters are back, and in fighting trim. But don't count out the new faces lurking in the secret boxer slots on the roster.

2 Down for the count, you'll be relying on the good ol' method of furiously tapping the L and R trigger buttons to regain your stamina.

3 Ladies and gents, the winner!

Training mode has also been updated, to include more mini-games and more ways to get access to them. A couple of new training exercises (including Stair Climbing and Jump Rope) have joined the old standards like Weightlifting, Sway Bag, etc., and fans of the original will love this last little tidbit—Midway has overhauled the Prize Fight system by adding a new, calendar-based method of advancing through the different activities, which enables you to unlock new moves and exercises as you go along. It's sort of like training your own boxer for real (only you don't have to read his menu for him when you go out to dinner together).

FIGHT LIST

Eleven of the fighters from the original are set to make return appearances on the fight roster in *Ready 2 Rumble: 2nd Round*. And this number (which is luxurious enough) doesn't even include the assorted new boxers that will make their debuts in the sequel!

The awesome scope of the improvements planned for *2nd Round* is further evidenced by Midway's mention of a changed up Championship Mode. This time around, armchair boxers will be enjoying the same Story Mode-type of experience that they're used to seeing in their favorite fighting games—the original *R2R*'s straight ahead, round-after-round string of unconnected fights is no more. This modification alone is reason enough to be intrigued by *2nd Round*...even without the possibility of online play, which is still hovering around a Midway conference table in hopes of being ratified.

With the original's classic status looming in the back of every DC owner's mind, Midway's sequel is shaping up to be one of the most anticipated titles on this year's game roster. If all of the game's proposed changes and improvements come through in the final cut, we may be looking at one of the big winners of the holiday season

IN BRIEF

PUBLISHER MIDWAY **DEVELOPER** MIDWAY **GENRE** BOXING **PLAYERS** 1-2 **ORIGIN** US **ONLINE** TBA **RELEASE DATE** NOVEMBER

+ More attention to detail and an improved fighting system
+ Deep controls and an elaborate Championship Mode
− Will online play make it on time?

BOTTOM LINE

R2R returns to the ring with more improvements than you can shake a gloved fist at

Dan's description of this screenshot: "Mmmm...giblets."

Soldier of Fortune

More guts than Guts

Dreamcast owners who yearn for a little blood and guts with their gaming are about to get a real gift: Crave's *Soldier of Fortune*. Perhaps the goriest game in history (and definitely the most graphic game for Dreamcast we've ever seen), *Soldier of Fortune* joins a plethora of first-person shooters that are making their way to our console this year. We're told that the game will be a direct port from the PC version, and that everything from the storyline to the exit wounds will remain the same.

Soldier of Fortune puts gamers in the shoes of John Mullin, a 'consultant' hired by the government to do the dirty work that they would rather leave in the dirt. Most of this work involves walking into locations where hostile enemies are milling around, and leaving behind a pile of corpses. The objective behind all of this killing is to track down four nukes which have been stolen from the United States government. In order to put his hands on each weapon, Mullin must thwart the team of terrorists that has stolen them—blasting his way through ten missions that encompass 31 levels in all.

The real-life weaponry in *Soldier of Fortune* (shotguns, Uzi's, belt-fed machine guns, etc.) and everyday settings (offices, sewers, subway stations, etc.) give the game a disturbing feeling of reality. It's this feeling that will set this game apart from other FPS games like *Quake* and *Half-Life*, which are built upon the same basic principals but tend to distance the player from the violence by throwing in a fantasy aspect.

While the single-player mode is entertaining, it's the multiplayer gameplay in *Soldier* that is the icing on the cake. The Deathmatch mode in particular is one of the fastest paced shoot-outs ever, and a welcome edition to the somewhat anorexic offerings in other Dreamcast FPSs. Players will be able to strive against friends at home or against other gamers worldwide, via SegaNet.

On SegaNet, Dreamcast owners will finally have a chance (for better or worse) to strut their stuff against PC players, and will be able to enter servers carrying up to eight opponents at once. So stretch those trigger fingers and prepare for action, because things are about to get real ugly.

GARRETT KENYON

PUBLISHER CRAVE **DEVELOPER** RAVEN SOFTWARE **GENRE** FIRST PERSON KILLING **PLAYERS** 1-8 **ORIGIN** US **ONLINE** YES **RELEASE DATE** TBA

1 He's just burnin', doin' the neutron dance.

2 "I see dead people."

These shots give you a taste of just how much is going on. Army vehicles include the M1A1 Abrams, the speedy Merkava and 109, while alien vehicles include a two-leg walker, a four-leg (thus paraplegic?) spider and an anti-grav hovercraft. You can collect gravity balls, hover missles and other energy-based weapons that defy description.

WE'LL BE READY!

Developed by Sega's AMUS division, *AFO* is a multiplayer tank game that allows everyone and their respective mothers to blow each other to bits online. "We created this game mainly to help train military troops for tank battle," says programmer/producer Kevin Klemmik. "It's team-based, so players must work together to win the battle against aliens." Hmmmmm.

Alien Front Online

Big robots fighting big aliens in big cities with big explosions. It's gonna be big.

Of all the Dreamcast titles shown at E3, *Alien Front Online* was easily the least-ballyhooed of the lot. Know that saying, "You can't hide a light under a barrel"? Well, apparently, the committee of old wives who came up with this little ditty hadn't met Sega—or its barrel—which has been squatting over this prodigy since its inception. Such apathetic effort doesn't make sense—especially since, in our opinion, it was one the coolest games at E3, and a marquee title in the making.

The premise is simple: Eight players enter into a given environment, which can be anything from bustling city streets to lush forests to <*insert cliché adjective here*> mountains, and go at each other in an, er, 'eight-way team deathmatch' (hell, add a little sex to this violence and *presto*: you've got a German art film). Contestants choose a side and are split into teams, as four tanks are pitted against four alien craft in a battle to the death. *[We imagine that when young Transformers choose kickball teams they deal with similar issues. –Ed.]* Each character is outfitted with a primary weapon, and—*get this*—more-powerful weapons can be picked up throughout the game!

Share the laughs each week as Mom, Dad, Lil' Pimp and his pimpin' pals Fruitjuice and Nagchampa fill your heart with warmth.
www.mediatrip.com/per/TV/Lil__Pimp.html

And then came the multiplayer (no, not the Wayans brothers). Not only does *AFO* allow four-against-four network play, but for the first time in history, Dreamcast gamers can also link up—online—against *AFO* arcade machines. Hidden in a distant corner at E3, Sega had four Dreamcasts and four arcade machines set up together, with small headsets installed at each station to allow players to hear the action and talk to each other—all in realtime. It was so cool that it made Richard Roundtree look like a Herb. And it played smoother than Ulala's no-pantyline behind. We only hope that lag won't be an issue when the game ships.

Prospective terrorists and demolition experts will be delighted to know that every building in the game is fully explodable—and the effects depicting all the myriad aspects of destruction are impressive indeed. We wish all random scatterings of debris could look this pretty. *[But since they clearly can't, Evan, please clean your desk. –Ed.]* With its network play, realtime voice communication, interactive environments and the kitchen sink, *AFO* is one to watch. Stay tuned. **EVAN SHAMOON**

IN BRIEF

PUBLISHER SEGA **DEVELOPER** SEGA **GENRE** MECH-SCHEIZER ACTION **PLAYERS** 1-8 **PERIPHERALS** TBA **ONLINE** YES **RELEASE DATE** WINTER 2001

+ Technological wonders: Realtime voice communication, Dreamcast vs. arcade network play, and incredible graphics

– The game is really fun to play, and all of the environments are interactive

It's too far away, damnit! (and it's used for military training)

BOTTOM LINE

If things work out, this could be one of Dreamcast's best titles. Period.

www.DailyRadar.com

It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

Mr. Driller™

namco

Sega Dreamcast.

Game Boy Color

EVERYONE E ESRB

PlayStation

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This is as close as you'll ever come to driving a real Ferrari. Unless you either a) move to San Jose and launch your own dot com; b) park cars at Spago's in Palo Alto , or c) become the Sultan of Brunei's love slave.

"We actually just had a meeting with Ferrari this morning. It seems one of the top Ferrari racers in the world, Rubens Barichello, loves *F355 Challenge* so much that he wants to buy an arcade unit so he can practice during the off-season. This came direct from Ferrari, and it made me feel proud."
—Yu Suzuki (gameweek.com)

F355 Challenge

The queen of racing cars comes to the king of consoles

For those physically (or emotionally) unable, as grizzled rock singer Sammy "Van" Hagar suggested, to drive 55, Sega of Japan and Acclaim offer a delicious alternative. Together, these companies will bring famed game designer Yu Suzuki's arcade racing opus *F355 Challenge* (a title that laughs at the notion of traveling a mere 55 miles per hour) to the North American Dreamcast market before Thanksgiving.

Speed comes in many forms, but this one—Ferrari's powerful F355 cruising unit—is clearly among the sweetest. Players will be able to take the queen mother of all sports cars onto six real-world racetracks (Long Beach, Monza, Montegi, Suzuka, Suzuka Short, and Sugo) for an all-out sprint to the finish line. And considering that the painstaking (and selfishly motivated) research conducted by Dave proves that it would cost you approximately $600 per day just to *rent* one of these beauties—not counting the bills for gas, intimate dinner for two with the leggy blonde who throws herself bodily into the car, and the whopping speeding tickets you'd inevitably accrue—this is probably the best chance you'll get to drive one.

When Challenge first zoomed into arcades, it quickly won acclaim (pardon the pun) for its solid racing play and highly detailed polygon models. The Dreamcast translation promises to be equally wonderful; a preview copy of the game is showing off some pretty powerful graphics at a smooth 30-plus fps. All the cars, tracks, and backgrounds appear seamless, and it's probably not a stretch to say that Challenge could well outdo such pretty Dreamcast racers as Sega *GT* and *Metropolis Street Racer* in terms of eye-pleasing goodness.

Gameplay takes place in the first-person perspective, and the view is shown from inside the car's cockpit. Ultra-sensitive steering controls enable players to navigate turns with either the Dreamcast controller's D-Pad or the analog stick—Acclaim promises steering wheel support as well, but did not mention which such controllers will be supported. Because the Ferrari's handling is unforgiving (a mere tap serves to redirect a car), the game's makers have thoughtfully included a series of options to aid the player. Three difficulty settings cater to the needs of novice driver and pro racer alike, and various driver-assist functions (such as anti-lock brakes, stability and traction

TECH SPECS

1994 FERRARI F355

Engine	Aluminum 90° V8
Displacement	9496cc
Compression Ratio	11:1
Max Power	380@8250 rpm
Max Torque	268@6000 rpm
Transmission	Manual 6-speed
0-60	4.6 sec
0-100	10.6 sec
Top Speed	183 mph
Length	13.9 ft
Width	6.4 ft
Height	3.8 ft
Weight	3150 lbs
Price	$130K

www.DailyRadar.com

F355 allows you to choose from an assortment of real-world international tracks. This, friends, is as real as it gets on a console. Now if Mr. Suzuki could find it in his heart to add the 1969 365 GTC to the game ...

"Someone give me a Ferrari caption please?!" Evan has clearly hit a mental 'Wall of China,' and simply cannot pull anything more out of his buttocks. Just for the record, there are no Ferraris in China.

"I know one professional driver who uses an F355 cabinet to practice during his off-season, and his lap time at Laguna Seca went down four seconds! If a driver doesn't have the time to go to the circuit, they can use *F355* as a simulator. My goal when developing it was to make a simulator good enough for professional drivers to use." —Yu Suzuki (gameweek.com)

FAST TIMES...

ALTHOUGH DISCONTINUED, the Ferrari F355 was a powerful racing machine. Its 3.5 liter V8 pumped out a rubber-shredding 380bhp at 8250 rpm. This means that when you, the driver, pushed the accelerator down toward the floor, the car went very, very, fast. Its top speed, in fact, was a very respectable 183 mph. Given the people who usually ended up behind the wheel of these cars (who were mostly either aging Hollywood cokeheads left over from the '80s, or truly fearless sportscar fanatics), it's amazing that they never really built a reputation as deathtraps.

In 1994 and 1995, Ferrari produced the F355 GTS and the F355 Spyder. The Spyder had a soft car top that could be electronically opened and closed whereas the GTS had a detachable hard top. Convertibles gets more chicks but coupes have less flex and better stability.

While there might be one or two other cars out there that go faster, we're quite happy to drive these lovely Ferrari models. We certainly wouldn't turn up our noses if we happened to find one in our collective Christmas stocking, and we wouldn't kick it out of bed for eating crackers, either. Isn't that right, crackers?

control and intelligent braking) may be accessed during play.

F355 contains three gameplay modes that allow a player to train with both voice and visual guidance, to drive a track without competition, and to race flat-out against other cars. To round out the title, there's also a championship feature where players compete for points on all tracks, a single-play feature with no time limit and loads of adjustable car settings. Unfortunately, the two-player mode, which cuts the gameplay screen in half horizontally, serves as the only means for competitive play against another human. And while there will be, sadly, no Internet play for *F355 Challenge*, players can travel online to an Acclaim Web site to post their scores and receive a ranking for their efforts.

As players race to glory, they'll be treated to some astounding game backgrounds and accompanied by a guitar-fueled soundtrack that pays homage to every hairy, be-spandexed rocker that busted a chord in the late-'80s. This soundtrack is an altogether charming touch, especially since it's rumored to be the preferred playlist of grandmaster Suzuki himself—a man reportedly very fond of shaking it all night long (as the song says), and designing blockbuster games all day.

GREG ORLANDO

IN BRIEF

PUBLISHER ACCLAIM **DEVELOPER** SEGA OF JAPAN **GENRE** RACING **PLAYERS** 1-2 **ORIGIN** JAPAN **PERIPHERALS** TBA **ONLINE** HI-SCORE POSTS **RELEASE DATE** NOVEMBER

+ Stunning graphics, realistic gameplay

superior two-player options

– Limited game modes; there's only one playable car

BOTTOM LINE

Realism and more realism—all from the labyrinthine mind of *Shenmue* daddy Yu Suzuki. Right on

While somewhat PC-like, the graphics in *4x4 Evo* are absolutely gorgeous. Perhaps the best use of the rarely-utilized WindowsCE development OS that we've seen yet on DC.

4x4 Evolution

So real you can't even park it

Put out your cigarette, hang up your cellphone and park your SUV, Chet: The gas-chugging, yuppie-toting, 'rugged' alternative to the soccer-mom minivan is hitting Dreamcast this September—and it goes by the name of *4x4 Evolution*. Not to be confused with the recently released *4-Wheel Thunder* from Kalisto, *Evo* is Terminal Reality's shot at the offroading crown. And things are definitely looking up.

The first thing that struck us about Evo was just how darn purty it looked. The particle and lighting effects are extremely impressive, while each car model sports upwards of 5,000 polygons. And it really shows: Cars are instantly recognizable, suspensions bounce realistically, and rendered humanoids even get tossed around the driver's seat (as well as the back seat—oh no wait, that's a different game called 'High School'. Hardest game ever).

The coolest part of the enchilada, however, has to be the multiplayer element. As one of the first SegaNet-compatible games out the box (perhaps even the first), *Evo* will be networkable. Fully networkable. Via some newfangled thingamaboba-hooee called the 'internet', Dreamcast gamers will not only be able to go head to head with other DC owners, but against PC and Mac heads as well. The folks at Terminal Reality are quick to point out that this feature is an industry first—and they're attributing it to some very tricky programming. We actually tried it—against a PC player—and it worked perfectly. We done online gamed, folks!

Evo includes a total of 16 tracks—each with its own unique music, scenery and theme. The tracks are vibrant and full of life; birds and planes hover overhead, gates open and close, and civilians get in your way (fortunately, we here at **ODCM** rock that shtuff like nobody's business). With muchos vehicle upgrades, fierce AI, amazing physics, unpredictable weather (you're never safe from the prospect of rain, hale, or even snow) and tons more, this could become the best offroad racing game to date. Possibly even nudging out Sega's road-hogging *18-Wheeler*, this obnoxious SUV could become the new terrible tank on the information superhighway.

EVAN SHAMOON

PUBLISHER G.O.D. **DEVELOPER** TERMINAL REALITY **GENRE** OFFROAD RACING **PLAYERS** 1-4 **ORIGIN** US **ONLINE** OMIGOD! YES! YES! YES! **RELEASE DATE** AUGUST/SEPTEMBER

Do your planet a favor: skip the SUV. Go out and buy a copy of *4x4 Evo* instead.

We couldn't think of a better reason to party

Who would win in a fight? *18-Wheeler AMPRO Trucker* or *Sonic Adventure 2*?

Sonic's latest venture promises to have a distinctly Western flavor. And we don't mean cowboys and spurs, either.

CHAO, DARLING!

Just when you thought it was safe to head back to the oasis... Those wacky, VMU-loving, small-animal-smoochin' Chaos are back and better than ever for *Sonic*'s 3D sequel. Sonic Team has even hinted that they'll have a major role in the storyline.

All the razzle-dazzle visual showmanship of the original, with the added benefit of Sonic Team's experience to back it up. With Sonic joined, once again, by a host of favorite faces, can it possibly get better? (*answer: No*)

Knuckles takes a dive without his floaties! We'll lend a helping hand.

Sonic Adventure 2

The world's richest hedgehog shakes his moneymaker once again

It's finally official—Sonic will be returning to Dreamcast in his second genuine Sonic Team-produced adventure. One of Sega's worst kept secrets, the game was finally unveiled to the masses in video form at the company's E3 theater—revealing the antics of a much-streamlined but familiar blue hedgehog, hopping from location to location around the globe. From the lush vegetation of a tropical jungle to the urban nooks and crannies of San Francisco, Sonic whips through it all—proving he's still by far the fastest virtual mammal in videogaming.

Although Sonic was the only character shown at E3, Sega also plans to include up to three other characters in the mix for *Sonic Adventure 2*. Knuckles, Dr. Robotnik and the enigmatic Dark Sonic are all set to show their faces, but their roles remain a mystery. Will they be playable via *Sonic 2*'s new multiplayer feature? Will gamers be able to pit Sonic against any of the aforementioned characters in head-to-head matches across the Internet? It's tough to say, and with very little information leaking out of Sega HQ on either side of the Pacific, it may be a while before we learn many of the specifics.

SPOTTED!

San Francisco, CA —The team responsible for creating one of gaming's most popular mascots has been seen about town, taking off-campus lunch breaks again. For those of us who're pining for *Sonic 2*, it's good news: it means the game could be nearing completion.

What we do know is that Sonic will also be rejoined, once again, by his seemingly omniscent Chao buddies. Sonic Team is personally warning gamers that the Chaos will play a more direct role in the sequel, revealing bigger and better secrets for fans. We shudder at the thought. It's also been revealed that Sonic will partake in some aquatic shenanigans in which he'll have to learn to control a submarine, or find his way out of it if he gets trapped—food for thought, indeed.

The game represents not only yet another technological benchmark in videogaming, but an occasion for a few celebrations: the tenth anniversary of Sonic, himself, the beginning of the (actual) new millennium and the achievement of the two million mark in sales of *Sonic Adventure*. We couldn't think of a better reason to party. And gamers will be able to join in the festivities, as *Sonic Adventure 2* debuts in a worldwide simultaneous release sometime early next year (March-ish, according to Sega Japan).

FRANCESCA REYES

IN BRIEF

PUBLISHER SEGA **DEVELOPER** SONIC TEAM **GENRE** ADVENTURE **PLAYERS** TBA **ORIGIN** US/JAPAN **PERIPHERALS** TBA **ONLINE** YES **RELEASE DATE** EARLY 2001

\+ Based on a video-only presentation, this game looks amazing!

Network compatibility and multiplayer madness abound

\- Will it be all that much different from the original?

Will gameplay and design be more sophisticated?

BOTTOM LINE

No one packs 'em in like Sonic, and his Team genuinely promises to deliver

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1 When your best friend is a talking bird, it's time to sit down and take a moment to ponder. Rudo does just that.

2 Battles wear the same kind of suit that you'd find in the original's closet, but they look a whole lot prettier in it.

BOOTY CALL In an intro cinema at the start of the game, Rudo takes on a whole horde of lizard men disputing his right to loot a nearby chest.

The cathedral in the game's first town makes for an impressive set of visuals. Every texture and detail is to die for. Here, Rudo will meet Elena, a young priestess with a beautiful singing voice not unlike Eagley's. Er--NOT.

Grandia II

Hmmm... What to do during winter vacation...

With a long list of credits that include the *Lunar* series (and the odd shooter like *Silpheed* or *Gun Griffon Blaze*), Japanese developer Game Arts sure does know RPGs. Focusing intently on memorable characters and subtle, almost simplistic storylines, the proof of its approach is in the proverbial *Grandia* pudding. Its quests were staid and straightforward (boy wants to be great adventurer, encounters great evils, fights small winged creatures, blah, blah, blah), but we never failed to be enchanted with each personality and every tiny creature. *Grandia II* promises to follow a similar path to a truly lovely goal.

As the young hero, Rudo (some of the names may change for the US version), you and your birdy friend Eagley (spare us!) scour the countryside for treasures untold. Along the way, strange things begin to happen—the young priestess, Elena, becomes possessed; a stone statue comes to life in the form of Milena (a spunky but dangerous sorceress); the list goes on. Are all of these phenomena signs of impending catastrophe? Is any of this connected to the massive chasm that divides the continent? It becomes Rudo's job to find out.

Visually, *Grandia II* is simply amazing, with environments completely rendered in polygons and loads of 3D dungeons, towns and character models (the R and L trigger buttons can help you peek around corners or rotate the camera). And although the characters shown during dialog reflect more mature designs, the polygonal versions are quite true to the super-deformed genus of pixie people that we're used to seeing in RPGs.

Other features, like the breathtaking flames flickering in a campfire or smoldering torches lining dungeon walls, make this game a visual behemoth that'll be tough to topple—even for beauts like Sega's pending *Eternal Arcadia*.

Whether you're moving through town or dungeons, Game Arts has also ensured that players will be able to interact with their environments (just as they did in the first *Grandia*, only more so). Bottles spill if you knock them over, barrels reverberate when hit or kicked, and absolutely everyone in the towns and villages has plenty to say (amazingly, they'll rarely say the same thing twice--no matter how often you revisit them). The level of attention paid to every single moment, circumstance and environment is overwhelming.

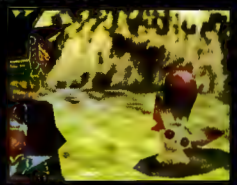
be tough to topple. We've played the latest build, and believe us: it's plenty of fun.

1 Battles in *Grandia II* start off small but get progressively epic as the game progresses.

2 Visual effects, like the fire pictured in this screen, show off Game Arts' attention to detail.

A close-up view of Rudo in battle shows off the amazing amount of shading and detail. Good thing he shaved this morning.

RPG CLICHE #4202



LADIES, GENTLEMAN AND PIXIES... Let us introduce you to *Grandia II*'s deceptively diminuitive and painfully cute token-mascot-animal-like-thing, Kyaro. Fluffy and unable to emit any sort of noise other than small squeaks and baby-ish giggling sounds, Kyaro is the RPG equivalent of Sour Patch Kids candy—sucking on either is simultaneously the best and worst sensation that you've ever had. Pucker up.

Battle uses the original game's successful semi-realtime combat engine, in which both the enemy and your character(s) are on the same time meter. When you reach the action point of this meter, it's time to unleash a vicious attack or a splendid spell—or your enemy will do his worst to you. Certain moves can counter or cancel the enemy's action, and distance from an enemy on the battlefield can influence the type of attack you can perform or the damage you'll sustain from a blow. One could criticize Game Arts for putting an old engine under a new hood, but the formula worked perfectly well before. And—hell, if it ain't broke, don't fix it. We've played the latest build, and believe us: it's *plenty* of fun.

Enemies are still visible onscreen, and if you're feeling lucky, you can avoid fighting almost altogether. But you'll always have to watch your back, just like you do in the *Evolution* series. If a creature happens to catch you from behind, you'll often lose your first turn during the fight and the bad guy'll be positioned for maximum damage on the battlefield.

As one of the most highly anticipated games in Japan, *Grandia II* promises—finally!—to deliver as one of the first epic RPGs on Dreamcast. UbiSoft has set a November 2000 US release date for the game, and we're already counting the minutes.

FRANCESCA REYES

IN BRIEF

PUBLISHER UBISOFT **DEVELOPER** GAME ARTS **GENRE** RPG **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHERALS** TBA **ONLINE** TBA **RELEASE DATE** NOVEMBER

+ Highly detailed character models and environments
+ Loads of towns and dungeons
− An RPG is only as good as its translation

BOTTOM LINE

Grandia II is shaping up to be one of the prettiest, most engrossing RPGs of all time; let's hope it lives up to expectations

Taking headshots is far more exciting than taking screenshots. But neither is nearly as much fun as taking tequila shots.

Silent Scope

Beware: Try this at home

When we heard the news that the now-infamous *Silent Scope* was coming to Dreamcast, we here at **ODCM** dampened our dungarees. But when, shortly thereafter, we were informed that the game would be coming without its sniper-rifle peripheral, said dungarees were dry as dry ice within milliseconds. But we have to admit: we've tried playing the game their way, without the lightgun (or a urine-soaked posterior), and we've been quite pleasantly surprised by the result.

For those unfamiliar

with the arcade game, SS enables aspiring SWAT team members to play the role of a professional sniper (without having to deal with any of that pesky 'training'). The game's realistic rifle had an LCD screen housed within its eye-scope, which enabled you to simultaneously zero in on the enemy and to keep a distanced, wide-angle perspective. The effect was steller—you felt like a real SWAT team member.

SS's gameplay is of the 'guilty pleasure' variety. In many ways, it's simply a case of advancing to new locations, neutralizing new terrorists, and attempting (sometimes in vain) to avoid taking the lives of innocent pedestrians.

The nicely varied stages are teeming with activity; a favorite is definitely the helicoptor stage, where you're flying through a city at high speeds as you attempt to make the streets safe for democracy with extreme prejudice.

So how the hell did Konami reproduce this experience with a standard DC controller? By utilizing the analog stick for aiming, the left trigger button to bring up a zoomed inset (think Picture-in-Picture), and the right trigger to take out sucka bad guys; amazingly, it seems to be a truly viable solution to an seemingly insurmountable control issue. Frankly, this game feels far better than it should: and while it's clearly not as 'realistic' as its arcade cousin, it's devilishly addictive.

In the arcade, you can pump quarters into *Silent Scope* endlessly, but to fight the "I-beat-it-the-first-time-I-played-it" syndrome, Konami only starts you out with three continues: you gotta *earn* the rest.

The arcade-perfect

graphics don't hurt matters, either. The sharp urban environments and clean polygonal models run smoothly, without a hitch. Look for a complete review next issue.

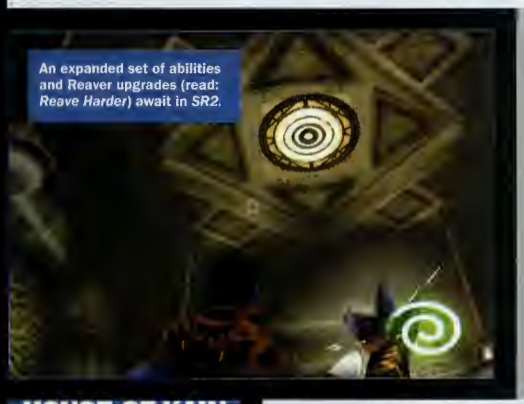
EVAN SHAMOON

PUBLISHER KONAMI **DEVELOPER** KONAMI **GENRE** SNIPING **ORIGIN** JAPAN **PLAYERS** 1-2 **PERIPHERALS** TBA **RELEASE DATE** SEPTEMBER **ONLINE** NO

[Evan was unable to write a caption for this space without using the word 'ass', and has already exceeded this issue's ass allowance. We apologize. —Ed]

With the original already looking as stunning as can be, Crystal Dynamics and Eidos have assured us that the sequel will add even MORE effects, plus special touches of artistic *je ne sais quoi*. In short: eye candy to die for.

Legacy of Kain:



An expanded set of abilities and Reaver upgrades (read: *Reave Harder*) await in *SR2*.

HOUSE OF KAIN

Back in the early days of PlayStation, a rather diabolical (albeit dodgily rendered) vampire went on the hunt for blood and what-not. Now, nearly six years later, his former acolyte is on the hunt for him in a second sequel. How's that for loyalty?

1 Enemies won't just lie down and die when they're impaled in the sequel. You'll have to learn all the unique weaknesses of your new foes in order to keep them dead.

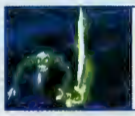
2 Raziel need Sun Dial. Raziel see Sun Dial. Raziel carry Sun Dial. Raziel solve puzzle. Raziel do good. ("No, Raziel—NO Scooby snacks. Down, Raziel! Now go get the box...")

Soul Reaver 2

Ol' yellow eyes is ready to hit the all-you-can-suck soul buffet once again

In addition to being one of the most imaginative and visually detailed adventure games on Dreamcast, the original *Soul Reaver* filled a distinct niche—giving gamers of the gothic ilk a truly titillating chance to traipse around the Underworld. Vengeance was sought; souls were sucked; boxes were moved. What more could fans ask for? Of course, a sequel.

With the announcement of *Soul Reaver 2*'s impending release, the die-hard denizens of gaming's nether regions can put away their Cure albums and start looking forward to more story, more tricks and more beautiful environments. Taking a cue from gamers' feedback on the original *Soul Reaver*—which boiled down to a unanimous demand for better complexity and variety in puzzles, items and gameplay—Crystal Dynamics has pulled out all the stops in its attempt to deliver. *Soul Reaver 2* finds the soul-sucking Raziel exactly where we left him, hot on the trail of his nemesis, Kain. But on this outing he'll be hopping around from time period to time period, as he learns more about his past and that of his Underworld fellows—all in an effort to hunt down Kain for an ultimate showdown and some sweet, sweet revenge.



WARM REAVER-ETTE What's a 'Reaver', you ask? It's Raziel's weapon of destruction, which does a variety of flashy, destructive things depending on the enhancements you've acquired. Keep Raziel at full health, and you can power up your Reaver for instant demon death.

With a promised consistent framerate of 60fps and new features (including more spells and elemental enhancements for Raziel's Reaver weapon), the real meat of *Soul Reaver 2* will be in its puzzle-solving. No longer content to settle for *Tomb Raider*-esque block-pushing antics, developers claim to be building this baby from the ground up. So you'll have to flex your gray matter to solve puzzles—especially when you're trying to use the new 'sort of' inventory that the game introduces (i.e., the way in which Raziel will be able to store puzzle items is unique. He can't actually place items in a menu-type inventory, so it's left to the player to figure out how to transport items to the right place at the right time).

Though this highly anticipated sequel is a ways off, you can be sure that we here at **ODCM** will be following its development every step of the way. We're hopeful that *Soul Reaver 2* will outdo the original in every way, shape and form.

FRANCESCA REYES

IN BRIEF

PUBLISHER EIDOS **DEVELOPER** CRYSTAL DYNAMICS **GENRE** ACTION/ADVENTURE **PLAYERS** 1 **ORIGIN** US **PERIPHERALS** TBA **ONLINE** NO **RELEASE DATE** MARCH 2001

+ A bigger variety of puzzles, enemies and environments are more than welcome

The first one was gorgeous, which means the second one will be...

− Sweet maps, where are they?

Will the character models be optimized for Dreamcast?

BOTTOM LINE

The original proved to be an imaginative treat for adventure fans. Will the sequel live up to our expectations?

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before we do.
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SEGA SPORTS

NBA 2K1

Take It Hard To The Rack!

Machine: Dreamcast **Genre:** Sports
Publisher: Sega **# of Players:** 8 **Available:** Fall, 2000

"He shoots, he scores. Now shoot online hoops with players from all over the country. Following the stellar success of NBA 2K, **NBA 2K1** had lofty high tops to fill and you won't be disappointed. Online play allows up to eight gamers at once, so you might learn new tricks and will definitely improve your game. There are updated graphics, advanced AI, stellar animations, and new commentary. The players are as animated as ever with greater detailed facial expressions. More motion-captured moves bring enhanced realism and smooth gameplay on Sega Dreamcast. You'd rather be on the managing end? Be the players' GM – trade and draft players to create your dream team."

– **DailyRadar.com**

Many new and enhanced motion-captured moves for smoother, more realistic gameplay.

Better graphics, smoother moves, player details are much richer.

New arenas accurately modeled in 3D.

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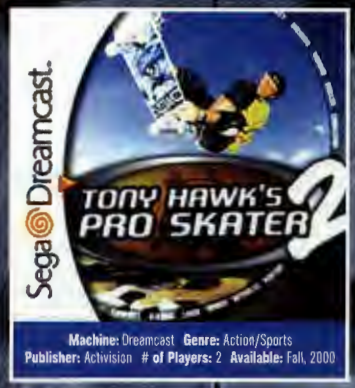
Tony's On A Roll

Hawk's Wild Run Continues

"**Tony Hawk's Pro Skater 2** is the much anticipated sequel to the best skateboarding game ever. With upgraded graphics, player modes and unique customization features, the new edition promises to surpass last year's performance as the number one game for the PlayStation console of the '99 holiday season. With **Tony Hawk's Pro Skater 2**, the possibilities are wide open – just like your mouth when you pull your first 900." – **DailyRadar.com**

TONY HAWK'S PRO SKATER 2



Machine: Dreamcast **Genre:** Action/Sports
Publisher: Activision **# of Players:** 2 **Available:** Fall, 2000

Tony Hawk promises new parks, courses, and tricks and skaters.

Players can create skateparks on the fly using this killer skatepark editor.

Better graphics and new moves pump up the already great gameplay.

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More Cracked Ribs Than A Southern Barbeque

Machine: Dreamcast **Genre:** RPG
Publisher: Sega **# of Players:** 1 **Available:** Fall, 2000

"Gamers assume the role of Ryo Hazuki, born in Yokosuka and raised under the intense martial art training of his father, Iwao. When Ryo comes home to find his father being killed by a man demanding information, players are thrust into the challenge of unraveling the mystery of his father's murder. This leads to an investigation of such depth that players will find themselves traversing across the orient and interacting with hundreds of shady characters in their efforts to unlock the secrets that lead to Iwao's death. Being that there will be several people who stand to lose by your success, they're going to try to beat you up . . . severely. It's not going to be a rare thing that you'll have to use your chop-socky training to bash them into disc two. — **DailyRadar.com**

Daily RADAR

Unmatched 3D polygonal modeling.

Superior shadow and lighting effects make for realistic gameplay.

Repeated sequences are shown in varying camera angles for variety.

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We were looking for the IROC to match our mullets, but we were disappointed.

You would never put your $70K Dodge Viper through the wringer, so do it virtually, instead. As if you have one. Then you woke up.

IS IT COMING OR GOING? The Audi TT design was born at Volkswagen's 1998 Christmas party when one of the engineers got drunk and accidentally sat on the clay model for the New Beetle. And then they made the back the front. True.

IT'S A PRETTY BLUE

While the Audi TT and VW Beetle are certainly nice cars, why not try your hand at *Vanishing Point*'s Ford Ranger. In fact, if you have the cash on you right now—why not *buy* a Ford Ranger? Our trusty Associate Art Director, Mr. Dave, has been (sort of) trying to sell his '94 Ranger (with shell) for the past six months by leaving it in our employee lot, faded sign in window, hoping that someone will walk past it for the 80th time and suddenly see it anew. Someone put Dave and his truck out of their misery. Details follow.

1994, FORD, RANGER XLT, STD Cab, 5-spd, PS, AC, ABS, Sliding Rear Window, AM/FM CASS, Deluxe Shell, New Brakes, Alloy Whls/Grt Tires, EXCELLENT CONDITION--MUST SELL--won't last. 61,000 miles, Blue. $7500. Email dcmag@imaginemedia.com with subject line: Dave's Truck

You'll find that nearly every high end car can be raced in *Vanishing Point*.

We have our suspicions that Magnum PI is in the front seat of this Ferrari. We're scared. Mustache notwithstanding, the Ferrari is a real man's car. Unlike the TT.*

Vanishing Point

Acclaim prepares to chalk up another tasty winner for arcade racing fans

It's fast, it's pretty and it's got some brains under its hood (when's the last time you heard that?): Acclaim's latest arcade-style racer, *Vanishing Point*, is shaping up to be all that and a extra large can of 10-30W. Oft rumored for Dreamcast but never officially announced, the title finally made its 128-bit debut at May's E3 show and stunned crowds with its smooth playability and pristine visuals.

Sporting over 30 fully-licensed cars—all nicely modeled and built to a specific dealer's specifications—this game gives players the opportunity to dash around multiple courses in anything from a Lotus Elise to an authentic British mini. And matching the car count in scope, the title's number of modes is truly impressive.

THAT'S RANK!

The Stunt Driver mode in *Vanishing Point* may seem derivative of other games like *Crazy Taxi* and *Driver*, but you certainly can't deny that there's a real fun factor involved. And the way in which you 'earn' opportunities to try harder stages of stunt wackiness has been cleverly designed to keep racers awake for weeks at a time.

In arcade mode alone, *Vanishing Point* features a Championship in which you're able to amass cash money for buying upgrades, as you ready your car for the long run to the trophy line. You'll also find a CWG Rally mode and the requisite Time Trial. Internet rankings also figure into the mix; gamers can post their high scores in order to best other drivers across the country. Get a top ranking, and you might suddenly stumble across all sorts of good fortune (cue ominous laugh).

Vanishing Point takes its lead from the old-school PlayStation wreckin' racer, *Destruction Derby*, in terms of multiplayer function. Two players can go head to head in split screen fashion, but for the eight-player option, you'll be trading off with your friends *DD*-style in consecutive runs. Don't look at us like that—it's simple. Once you race, you just hand off the controller to the next player. Whoever happens to get the best ranking wins the contest.

But the best feature of all is the game's *Crazy Taxi*-ish Stunt Driver mode. It's a series of unlockable challenges ranging from Pop All the Balloons to the Long Jump, each of which you're required to perfect in order to garner enough points to move onto the higher stunt challenges. Crack isn't nearly as addictive (don't believe the hype), and judging by statistics, it's not nearly as fun, either. *Vanishing Point* is set for an August release, so you arcade racers had better start saving your cash. **FRANCESCA REYES**

IN BRIEF

PUBLISHER ACCLAIM **DEVELOPER** CLOCKWORK GAMES **GENRE** RACING **PLAYERS** 1-8 **ORIGIN** UK **PERIPHS** TBA **ONLINE** YES **RELEASE DATE** AUGUST

- + Beautiful car models and pristine backdrops
- + Stunt mode is brilliant and addictive
- − Early builds were light on the physics, but they're guaranteed to be improved

BOTTOM LINE

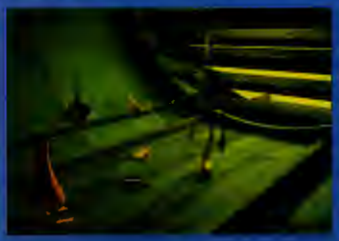
Looks good, plays good, and has some of the most excellent features this side of a supermodel

*Unless someone in senior management has one. Then it's, um, totally cool.

We tried telling the alien he didn't need to diet, but he insisted. *[Dan, there's a lesson here. -Ed.]*

Now, that's the kind of cyber pad we could relax in: curvy, groovy and thoroughly pneumatic.

The characters are amazingly rendered, if not detailed. Here is your team of five aliens. Save them.



Okay. How cool would it be if the space station from *Space Channel 5* was on one of these view screens? It's not, of course, but come on—how *cool* would it be?

Stupid Invaders

So stupid (but lovable) it could run for President and probably win

Car crashes suck. Your ride is gone, you're far from home, and unless you're part of the cellphone elite *[soon to be the "Raoul, I need a hairstyle that covers this tumor" elite -Ed.]*, there's no way to call for help. Car crashes suck worse when your car is a spaceship, and you've smacked down on a crappy planet like Earth. And they suck *even* worse than that when, after the crash, a mad scientist tries to hunt you and your pals down so he can vivisect you. Welcome to *Stupid Invaders*.

A point-and-click adventure in the classic LucasArts style, *Stupid Invaders* puts you in charge of rescuing the alien Ento and his four pals from the clutches of Dr. Sakarine (and his alien-hating henchman Bolok), and then of seeing them safely off the planet. And hopefully, whether or not you foil the plans of the evil guys, you'll have fun while you try: "Funny things will happen all the time," says producer Sebastian Hamon. "Most of the scenes still make me laugh after seeing them hundreds of times."

So what kind of humor can we expect to see? Says Hamon, "It's a cross between *Beavis and Butthead* and *Ren and Stimpy*."

He's not kidding: we don't want to give anything away, but let's just say that most of our play time at E3 was spent in a bathroom—er—the *SI* characters were in a bathroom—uh—we were in the UbiSoft booth the whole time, we swear!

Anyway, developer Xilam has gone as far as hiring a former *Ren and Stimpy* writer, Jim Gomez, to substantially rewrite the original French dialog so that it will appeal to domestic tastes. "It's been way more than translated. Most of the humor is American," Hamon says, pointing out that the team is heavily influenced by countless American TV shows and movies. He gives a nudge and a wink, saying "You know you've conquered the world, right?" (Yeah, it's great. You can find and eat a real Big Mac virtually anywhere on the globe, except in India—where cows are sacred and Big Macs are actually made out of lamb.)

One thing that the game *wasn't* influenced by, though, is other games. Hamon explains, "We took most of our inspiration from other aspects of culture like movies, TV and comics." Pressed, he allows that if he had to, he'd call the game *Monty Python's Holy Grail* meets *Day of the Tentacle* (But considering

DC VS. PC/MAC

Stupid Invaders is also being made for PC and Mac, but it should be best (of course) on Dreamcast—the DC animations will run at a true movie rate (24 frames per second), versus only twelve FPS for Mac and PC. As for control—while it works fine with the Dreamcast pad, XILAM is hoping to include support for the Dreamcast mouse.

www.DailyRadar.com

"Steeeempy, it's like a family reunion!"

LOOK FAMILIAR? Even though the game is based on an obscure French license (or not so obscure, if you're French), the game certainly takes a lot of its stylistic cues from classic American TV shows like *Ren and Stimpy*. Unfortunately, none of the aliens are kitty litter (gritty kitty litter) eating cats or chihuahuas on speed (although these guys clearly share Ren's dental issues). We can't wait to see what appears in *Stupid Invaders* 2.

1 We were going to make a joke about the spaceship having a pig nose and the Muppets' *Pigs in Space* sketch, but we thought better of it.

2 Ah, the dreaded bathroom scene. Whatever you do, don't click to pull that chain. Wait—what we meant to say was, "Don't forget to pull the chain!"

that Mr. Hamon is quite a large and imposing man, we frankly don't want to press him too much further. He's not the kind of guy you can easily flatten).

With the goal of keeping us players laughing nearly the entire time we're playing, Hamon freely admits the team is focusing on quality over longevity. "We expect top adventure gamers to be able to beat the game in 20 hours," he says. "Our goal was not to put in 'as much gameplay as possible', which usually includes boring puzzles that make you walk forever from spot A to spot B and back again. Our players will go from surprise to surprise."

Hamon may be just a modest guy: With more than 120 different locations and 50 characters to interact with, *Stupid Invaders* sounds plenty long for an adventure game.

And he's not kidding about the humor. Our short bathroom session at E3 had the entire edit team *[Well, at least Chris, Evan and Fran -Ed.]* practically rolling around on the floor (And again, it was the game that was in the bathroom, not us. That was later, at the Sega party).

Based on a French license (Space Goofs) so obscure that it may as well be original, *Stupid Invaders* is looking to board the same kooky train that took *MDK 2* straight to our hearts. And we're just waiting to hear UbiSoft say, "All Abooooooooard!"

CHRIS CHARLA

IN BRIEF

PUBLISHER UBISOFT **DEVELOPER** XILAM **GENRE** ADVENTURE **PLAYERS** 1 **ORIGIN** FRANCE **PERIPHERALS** TBA **ONLINE** NO **RELEASE DATE** SEPTEMBER

+ Colorful, quirky and ready for a clickin'
+ A brave new genre for DC
− How deep will it be in the end?
− How clever will the puzzles be?

BOTTOM LINE

For every old-school gamer out there, UbiSoft's latest serves to fill the gaping chasm of point-and-click goodness.

While it's not scheduled to make a DC appearance as of press time, we'd bet money on a conversion arriving early next year.

Slashout

Sega takes the spike out...

And sticks it into *Slashout*, its latest arcade beat 'em up sequel. Sega die-hards may remember *Spikeout* as one of the premier Model 3 games, which pitted players against a modern city backdrop containing loads of thugs and miscellaneous trash-able hoodlums while they cleared stages and geared up for a face-off with the boss-monster. Well, prepare to break out the band-aids again. Sega's illustrious arcade maven, the AM2 development team, has finally brewed up a sequel to *Spikeout*—with its retooled NAOMI title, *Slashout*.

As one of four bruisers cruising the medieval (What!? No microwave? No hair gel? No Pop Tarts?) scene, you'll be able to pair up with three other players in order to do exactly what you did best in the first iteration of *Spikeout*: scroll across big arenas and other rustic scenarios, and damage the hell out of everything in sight. Oh, and beat the massive boss at the end of the stage. To a pulp. Every time (yeah, right!). With gameplay like that of *Power Stone 2* at its most cooperative, *Slashout* gives you a chance to try your skills as one of four vastly different characters, which range from magic user-type to sword-wielding barbarian horde-type. You'll be dueling with some of the weirdest foes this side of an RPG; the giant eyeballs and criminally insane skeletons are some of our favorites.

The arcade version of *Slashout* features controls at their simplest, with commands for Kick, Jump, Slash and even Sidestep. Of course, you'll need to familiarize yourself with quite a few little intricacies, if you want to master the arts of combos and combined command spells—but with this control scheme in place, it's easy to imagine *Slashout* heading to Dreamcast in virtually no time at all. While it hasn't been officially announced (even in Japan), we're expecting the shoe to drop at any time.

With massive stages waiting to be conquered and a whole bevy of secrets to unlock, *Slashout* promises to provide arcade goers with a great place to put their quarters once it hits US shores. And will the fun stop there? Don't bet on it.

FRANCESCA REYES

PUBLISHER SEGA **DEVELOPER** SEGASOFT 4 **GENRE** ACTION/SLASHING OUT **ORIGIN** JAPAN **PLAYERS** 1-4 **PERIPHERALS** TBA **RELEASE DATE** TBA **ONLINE** TBA **PLATFORM** ARCADE

Fourplayer action, an onslaught of enemies and true beat 'em up gameplay. Add highly detailed character models, and you have a one way ticket to arcade Nirvana—without the *Smells Like Teen Spirit* pitstop, thankfully.

With its newly updated AI big brain, this car is so smart that it could insult the hell out of you *and* your momma and you'd never even know it.

Stunt GP

Puts the 'stunt' back in stunts

One game at a time. Infogrames' latest racer is revving up, getting ready to rival an already strong field of fast-paced titles headed (arguably) by Acclaim's *ReVolt*. And with three hot modes (Arcade, Challenge and Season), unique car models, wacky courses and stunts a go-go, *Stunt GP* looks set to offer more gravity-defying, stomach-dropping, adrenaline-boosting, hyper-accelerated play than just about any other racing game out there.

These futuristic vehicles, which you'll be taking around loops and down near-vertical ramps, are more akin to those you'd find in a Codemasters game than to the straightforward racers of most arcade titles. You'll be able to upgrade your 'car' (apparently, we need to upgrade our collective vocabulary to match the innovations in the game. We haven't yet, but watch us burn Mr. Webster in our next issue! Maybe!) by entering the Season mode and collecting the money and points which have been made available to you expressly for this purpose. The more souped up your vehicles, the better your chances of pulling off dizzying stunts or zipping ahead of the competition. And this last stunt will be difficult—Infogrames boasts that the AI for all opposing cars has been custom-designed to fit the unique specifics of each model, which means that these little devils are at least as smart as you are. The bad news is that they might actually be able to beat you. All in all, we have to say that the competitive atmosphere in this game is truly top-notch.

While *Stunt GP* won't have a four-player mode or Internet compatibility, you'll still be able to plug in a second controller for some two-player action via a split screen. And the game also provides those stunt-lovers out there with something that Infogrames calls "free-form Stunt Bowl environment(s)" in which you'll float your sickest tricks in order to grab more air, more points and maybe even first place.

With a release date set for just around the seasonal corner (Fall) and some very, very impressive visuals planned (just check out those screens!), we're hoping that this racer lives up to its promise. Check back next issue: keep your fingers crossed, and you might even see a full review.

FRANCESCA REYES

PUBLISHER INFOGRAMES **DEVELOPER** TEAM17 **GENRE** RACING **PLAYERS** 1-2 **ORIGIN** EUROPE **ONLINE** NO **RELEASE DATE** FALL

Think this looks pretty tasty? Now picture driving these babies on MORE THAN ONE track! Yes, Genki is granting your wish and adding some spicy variety to your racing experience for its sequel to *TXR*.

Tokyo Xtreme Racer

Genki's showpiece revs up for a second run

One of the original DC launch titles for the US, *Tokyo Xtreme Racing* (Shutouko Highway Battle in Japan) managed to snag success with its smooth framerates, cool premise and surprisingly polished car models. And only a little over a year later, *TXR*'s sequel is out to stun us again.

For the uninitiated, Genki's series pits players against rival racers on accurately rendered highways of Tokyo in a race to out-distance the competition. The measuring tool is a set of 'power bars' positioned atop the screen, which show how far ahead (or behind) you are in the field.

The *Tokyo Xtreme Racer* demo is on this month's disc, so you can play at being one of those freeway jerks we all hate!

Gameplay in *TXR2* hasn't exactly taken the express train to Retool Station. Genki has opted instead to compliment the racing engine with loads of new cars, car parts, test tracks and opponents. And for those who've test driven the orignal and found the number of track (note singular usage) limiting, Genki is not only stretching out the mileage of the main track (Crave promises that it will feature "over 100 miles of road") but adding new courses (gasp!) that can be accessed via interchanges and off-ramps.

The fact that you can uncover new areas by 'utilizing aspects of the metropolitan landscape' (Huh? We wonder, too...) adds a twist of adventure to an otherwise straightforward, but unique, racing game: And *TXR2* certainly has the visual power to back up this twist and more. We can't wait to take the US final product out for a spin this winter.

FRANCESCA REYES

IN BRIEF

PUBLISHER CRAVE **DEVELOPER** GENKI **GENRE** RACING **PLAYERS** TBA **ORIGIN** JAPAN **ONLINE** NO **RELEASE DATE** Q4

+ Highly polished car models run at 60 fps...drool, froth

Promise of more tracks, more cars, more of everything else you love in a racer

− Will it have deeper gameplay than the original?

How will the new additions fare?

BOTTOM LINE

Slick, sexy and built for speed, it's Crave's hope for snagging more virtual street racing cred

www.DailyRadar.com

遠い約束 Evolution 2
FAR OFF PROMISE

YURKA

[rpg survival tactic #1]

Shrouded in mystery and cloaked in secrecy, a new force has divided Mag and Linear, threatening the trust between them. With no clear motive, and always one step ahead of everyone, Yurka alone possesses the immeasurable power of destruction, and the subtle power to rend Mag and Linear apart.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

RATING PENDING
RP
ESRB

STING ESP

Sega Dreamcast.

Ubi Soft ENTERTAINMENT

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Filled to brimming with sinister dealings

IT'S A BIRD...

Cyprien's childhood fantasies revolve around his comic books and the superheroes he finds within. In a strangely literal sort of wish fulfillment, he's allowed to act out his fantasy: as a 'real' superhero. In an alternate world, he must use his powers to save his friends—who have been turned into scary monsters. We should all be so virtually unlucky.

With a neighborhood of eight islands to explore and more than 100 characters to meet...well, you get the idea.

Each island in *Evil Twin* has its own unique environment and climate.

From the early playable that we managed to get our grabby hands on, it seems like *Evil Twin* plays much like a platformer while having the high aspirations of an adventure game—that's a formula that certainly can't be beat.

Evil Twin: Cyprien's Chronicles

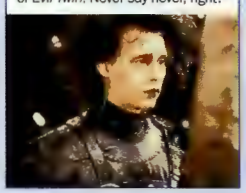
Eerie, strange, spooky, bizarre and every other adjective that described '80s goth

Try this one on for size: If Tim Burton and anime director Mamoru Oshii were to have a lovechild, and if said lovechild were to enter the gaming industry, then its handiwork would look and play a lot like the darkly imaginitive *Evil Twin*. All ponderings aside, there's really no better way to sum up In Utero's wild ride into fantasy than with those two words: "darkly" (which is far better than the word "dark") and "imaginative."

Welcome to the world of Cyprien, a lost and moody youngster living in an orphanage. All of his heroes consist of comic book characters, until the day he discovers a portal into another world (his subconcious nether regions?), where his own alter-ego is cast as a superhero named "Super Cyprien" (as the game progresses, players will be frequently swapping between Cyprien's 'normal' and 'super' forms as needed, to cope with the game's wide array of obstacles). Unfortunately for Cyprien—but lucky for us gamers, of course—this new place is filled to brimming with sinister dealings, hideous monsters and lots of people beset with terrors—which means, of course, that Cyprien is beset with lots of terrified people. And to top it all off, he discovers that many of his friends from the orphanage have been transformed into beasties that he must somehow free.

BUT WHERE'S JOHNNY DEPP?

As the hero of nearly every goth-oriented, crepuscular tragi-comic-surreal-o-tastic drama since the mid-'80s, the big JD would be a shoe-in for just about any role in the (as yet unplanned) film version of *Evil Twin*. Never say never, right?



Inspired by flavors of pop culture ranging from modern Japanese manga to vintage horror flicks, the development team of In Utero had originally cooked up the *Evil Twin* concept with an eye to turning it into an animated series (take a look at the amazing goth-styled designs, and you'll see this intent quite clearly). Thank goodness they decided to do it full justice by producing it first in virtual form!

With gameplay elements that promise to be every bit as creative as its storyline, *Evil Twin* looks to offer gamers a little of everything—platforming, adventure and action—plus interaction with a massive amount of different characters and enemies. This is definitely one of our favorites from the recent E3 show, and we're counting on it to be one of the big DC surprises when it releases in November. **FRANCESCA REYES**

IN BRIEF

PUBLISHER UBISOFT **DEVELOPER** IN UTERO **GENRE** ADVENTURE **PLAYERS** 1 **PERIPHERALS** TBA **ONLINE** NO **RELEASE DATE** NOVEMBER 2000!

+ A cool concept wrapped in an impressive visual style

Part platformer, part adventure

− Hopefully, controls will be just as smooth as graphics

Will it be able to hold our interest all the way through?

BOTTOM LINE

A twisted, toon-like feel, pitched to Tim Burton fanatics armed with DC controllers...who can argue with that?

遠い約束

Evolution 2

FAR OFF PROMISE

LINEAR

[rpg survival tactic #2]

Unexpectedly put between two people she trusts, Linear must decide to travel with her old friend, or to adventure with a new one. Lacking faith and stifled with indecision, Linear is forced to choose between Mag or Yurka. Stuck in the middle of two warring rivals, Linear must choose which friendship is worth saving.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

神機世界エヴォリューション2

RATING PENDING
RP
ESRB

ST/NG Esp

Sega Dreamcast.

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The double team moves are the best part of Versus mode. Here, the Hardyz puts the hurt on The People's Champion.

The character models are nice but fairly low poly, in order to enable nine of them to be onscreen at once with no drop in framerate.

Nine men in action at once = pure chaos—or something else we don't want to watch.

WWF Royal Rumble

Finally, the Rock returns to Dreamcast

Wrestling fans, rejoice! Sega and Yuke's/Japan are teaming up to bring wrestling fans the coolest looking wrestling action ever. Coming both to Dreamcast and to the arcade, *Royal Rumble* is a fast, furious, no-holds-barred frenzy based on Yuke's *Toukon Retsuden 4* engine. Players have over 20 WWF superstars to choose from, including The Rock, Stone Cold Steve Austin, The Undertaker and HHH, plus newcomers like Rikishi Phatu and the Hardy Boyz—and since it's fully licensed, you can expect to see a game with all the fixin's emerge from Yuke's' (*Berzerk: Guts' Rage*, *WWF Smackdown*) capable hands.

With its capacity to run nine different wrestlers onscreen at once, the Royal Rumble mode is the game's biggest appeal—but an innovative Versus mode is included to round out the options nicely. In this mode, up to four players pick partners (who can do run-ins and double team moves) and battle it out all over the arena. The double team moves are character specific (chosen at the beginning of the match from a brief list), and all of the grapples require only one or two buttons: they're fantastically simple to perform.

In addition, THQ promises that gamers will be scoring some "insane, out-of-the-ring action." What does this mean? It means that you'll be able to take your rumble outside, onto city streets, so you can contribute to the designers' version of 'urban blight'. Real objects—i.e., cars, etc.—are just grist for your rumble mill (okay, so the term 'real' is *very* loosely based on Mr. Webster's dictionary definition, but you get the idea).

Only 20% complete, we declare that *Royal Rumble* is already playable and a *whole lotta* fun. Wrestling fans may have a chance to play a good game, yet.

DANIEL ERICKSON

PUBLISHER THQ **DEVELOPER** YUKE'S/SEGA **GENRE** PRO WRESTLING **PLAYERS** 1-4 **ORIGIN** JAPAN **RELEASE** FALL

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遠い約束

EVOLUTION 2

FAR OFF PROMISE

神機世界エヴォリューション2

MAG

[rpg survival tactic #3]

Mag is back to continue his quest to be the world's greatest adventurer. With Yurka's arrival, however, Mag must now choose between fulfilling his lifelong dream or to save his best friend, Linear. At the epicenter of the conflict stands Yurka often flaunting his amazing powers of destruction. With Linear's fate in his hands, Mag must rise up for the greatest challenge of his life.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

TEEN T ESRB

STING ESP

Sega Dreamcast

Ubi Soft ENTERTAINMENT

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FLICK THE COMPETITION

All-new E-Z pass / catch controls

Distinct player sizes for different positions*

Game speed maximized for both the Sega Dreamcast™ and N64®

*Sega Dreamcast™ version only

EVERYONE E CONTENT RATED BY ESRB

Sega Dreamcast.

NINTENDO 64

PLAYERS

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SPORTS
All-new Shoulder Charge feature for busting through defenders
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Sega Dreamcast.
acclaimsports.com
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BATTLE GALACTIC TYRANNY. BRING YOUR FRIENDS.

Introducing the first space combat game for up to eight players online! From the award winning designers of Wing Commander comes a game beyond the reaches of your imagination. Battle for control of the galaxy as a lone gun in this premier first-person combat game. Or take on the evil Coalition in multi-player mode as a member of the elite 45th Squadron. With every hour, the Coalition grows stronger, and the fall of the Alliance is at hand. Fight for Freedom! The 45th Wants You!

- Fight one-on-one with a friend in dogfight mode or play cooperatively with up to eight other players via the internet.
- Whether engaged in a dogfight or escorting a torpedo run, the Starlancer 3-D engine provides unparalleled fluidity of gameplay.
- Choose from more than a dozen ships using a unique 3-D drag and drop interface. Then arm your ships with more then twenty weapons to obliterate the enemy.

CRAVE ENTERTAINMENT
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SEGANET

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RATING PENDING

T

RP

Visit www.esrb.org or call 1-800-771-3772 for more info.

ESRB

TEST ZONE

Tennis isn't just for champagne-swilling, country club sissies anymore. In its virtual form, this is the one of the fastest, most intense sports experience you'll ever have sitting down.

SIN OF OMISSION

Dear Sega, The male members of ODCM's staff would like to point out your grievous error in not including the lovely Anna Kournikova in *Virtua Tennis*, even as a secret character. We work long days and nights here in the office, and we'd love to be able to unwind—in every way—by playing Ms. Kournikova. But of course, there's no justice in the world. Sega, we love your game, but we gots to have our lovely blondes. Please produce a sequel containing nothing but her (and maybe a little Martina Hingis).

Sincerely, Dan, Dave, Chris and Evan

Virtua Tennis

Dream Games Award Dreamcast

Game, Set, Match: Sega pounds home an ace!

Every once in awhile, a game takes us by complete surprise and renews our faith in the entire industry—buying enough forgiveness chips to make up for all of the horrible *Soul Fighters* and *ECWs*. And when it's a game that hasn't been hyped at all, that we've practically never heard of, well—that's even better. Sega's wondrous arcade port, *Virtua Tennis*, is just such a creature.

Now, you're probably saying, "A tennis game? Oh, please. Come on." And to some degree, you're right. Most of the 'tennis' titles that have made it to store shelves over the past decade have been crap. But now, as the squatty little guy said, "You must unlearn what you have learned." At least, about this genre.

Don't take our word for it—the demo version of *Virtua Tennis* is on this month's disc!

Tennis is one of the most conceptually simple sports around—i.e., you hit a ball across a net—yet it's amazingly easy to screw up a tennis videogame. The best example of the tennis concept at work was, of course, the prehistoric *Pong*. Dreamcast's *Virtua Tennis* follows all the same rules, but it adds the modern, 128-bit dynamics of physics, controls and graphics. This means that you'll be outsmarting opponents with well-placed strokes and overwhelming them with the power of your overhead smash—as long as you get your timing right. With different buttons used for lobs and strokes, you'll have to master the use of angles if you want to be king of the court.

the four-player doubles option is a definite bonus. Fast, frenzied arcade rounds make *Tennis* an unrivaled party game to be shared with friends and foes alike. And if your friends are out, you know, doing stuff, there are plenty of other things in the game to conquer—namely, its World Circuit mode. Strikingly similar to the Mission mode in Namco's *Soul Calibur*, World Circuit features a ton of varying matches and a huge assortment of oddball 'training' levels. As surreal as the Crazy Box feature in *Crazy Taxi* is, these training levels will have you improving your serve by knocking down bowling pins or perfecting your precision by hitting the center of a bull's eye for max points. Clear the training levels or win the various matches (both singles and doubles abound), and you'll gain access to new stages—and get rich from the prize money.

How to clean a court with Blake-from-Next-Gen's pride

1 The biggest celebs in tennis have gathered in your Dreamcast—and while players don't get to try their hands at the women's division (doh!), you'll be able to smack balls around as anyone from bad-ass Russkie Kafelnikov to Aussie Teen Beat-a-like, Philippoussis.

2 Four-player doubles matches are definitely where *Virtua Tennis* is at. And ODCM is proud to say that we've now shamed sister mag *Next Gen* a total of 24 times in doubles. Suckers. We love 'em.

3 Loads of different courts, surfaces and players will keep you glued to your Dreamcast for a good long time.

TENNIS A LA MODE (WITH SPRINKLES)

NOW SERVING DESSERT IN THE CLUB PARLOR. Welcome to what can only be called the *Soul Calibur* of sports games. No, really...don't laugh, we're serious. Take a gander at all the wondrous tennis-y type things you can do in World Circuit mode! With everything from tough-as-nails doubles and singles matches to wacky mini-games that help improve your skills, World Circuit Mode is the place where you'll be spending the bulk of your time after your pals stop bugging you and go home. This is the only way to unlock new courts and secret players to use in Arcade and Exhibition Mode.

And just like it is in the real world of tennis, money is everything. You can purchase secret stages, secret players and new outfits (all in World Circuit); there're so many little details to gawk at that your evenings will be snatched mercilessly away. And as you reach later stages, the difficulty ramps up quite quickly.

Visually, the game is delicious. With hat tricks like moving cloud shadows or dusty footprints etched on clay courts, suspension of disbelief is assured. The only flaws are the close-ups of players—pro-tennis players aren't camera-friendly anyway, but their polygonal counterparts are nothing short of hideous. Luckily, their animations and skill sets are perfectly intact.

Virtua Tennis has virtually nothing wrong with it. It could've used another mode or two and there are some timing glitches, but all in all, it's one of the sweetest games you'll ever play on Dreamcast. **FRANCESCA REYES**

IN BRIEF

PUBLISHER SEGA **DEVELOPER** SEGA ROSSO **GENRE** SPORTS **PLAYERS** 1-4 **ORIGIN** JAPAN **PERIPHERALS** VMU, JUMP PACK **ONLINE** NO **VMU COUNT** 2+ **ESRB** E **PRICE** $49.99

+ Controls like a dream with lots of fine touches

Mighty responsive and looks completely dreamy in action

– Faces only a mother (with bad eyesight) could love

Would've been the perfect game with more modes

BOTTOM LINE

An over-the-counter solution to a prescription fix for tennis fans, and an absolute must have for all the rest of you DC owners out there.

Official Dreamcast Magazine **Score 9** out of 10

Welcome to TESTZONE

This Issue's Featured Space-Fillers

We've combed the planet for the most talented game journalists we can find. We didn't hit Madagascar, and we worry about that—but all in all, we're pretty happy with the quality of social fringe that we've been able to assemble. If you are a writer from Madagascar who feels unfairly passed over, please call us.

GREG ORLANDO
By day: Sega Radar Captain
By night: Incredible Hulk (with East Coast accent)
When *Wacky Races* poked its cel-shaded head into our offices, Greg soldered his little frail hands to the controller for one week straight. Then we called an ambulance.

CORD BARRETT SMITH
By day: Mild-mannered post-graduate student
By night: Hopeful Sega avenger
One morning after waking up from a *Fur Fighters*-induced hangover, Cord decided he would move onto greener pastures and actually get paid to work. Our $5/month wasn't cutting it.

JIM PRESTON
By day: PC gaming master
By night: Great Pokémon Pumpkin
After being inflicted with the giant needle of pain known as *The Ring*, we're not sure if Mr. Preston will want to do any more work for our humble mag. Tune in next issue.

"CRACK MONKEY"
By day: A small monkey
By night: Supplies electrical power to San Diego
When we have no one else to turn to, we make it a habit to turn to Crack Monkey, a.k.a. Amigo. Cheap, fast and effective, there's nothing that this little simian wonder can't do.

Ladies and Gentleman, It's Time for a Correction...
Last issue, we ran a sidebar review for the criminally insane action game, *Grand Theft Auto 2*. If you were crazy enough to read the fine print detailing publisher, developer and price, you'll see that we printed the wrong info. For the record: the game's MSRP is $49.99, Rockstar Games is the publisher and DMA Design is the developer. We've reported the infraction to the local authorities.

Our Scoring System

No, pal, not that kind of scoring system. If it were, we sure wouldn't give it away for free—we'd be selling it in the back of *Maxim* for $29.99. And Evan would have a date this weekend.

We score games on a scale of 1 to 10. When we believe a game is just average, we give it—you guessed it—5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. See, you deserve a system that uses the whole range of marks, and not just those above 7!

Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smiley-face score system. We hope you'll find it self-explanatory.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	its mom loves it
1	embarassing

Dream Game Award*

With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that is so duly honored is guaranteed to be good, no matter who you are or what type of games you like to play. An essential purchase!

** Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.*

Unless you're one of those Penelope Pitstop types, you should be all about the Creepy Coupe.

Think 'kart racing' done right: this is all the license that anyone over the age of 20 should need.

GO NUMBER TWO!

All the other cars blow monkey chunks, frankly. The only true racers in *Wacky Races* drove good old Number Two—The Creepy Coupe. Its tenants, Little Gruesome and Big Gruesome, were the original Dead Or Alive Two. And we still love them.

Wacky Races

Enough wackiness to bliss out the entire State of Euphoria

With all due respect to author Robert Fulghum and his feel-good farce *All I Really Need to Know I Learned in Kindergarten*, all we ever really needed to know we learned from watching the Hanna-Barbera cartoon *Wacky Races*. To wit: midget mobsters kick ass, those who don't obey the rules of chivalry are destined to finish dead last and—well, that's about it. Perhaps we should have paid more attention.

No matter. All the good stuff in the wonderful Saturday morning show has made its way to Dreamcast. The game expertly captures the show's manic race-for-the-finish line plot and all the wackiness therein, right down to the goofy characters with comic quips bleated out by some of the show's original voice actors.

HANDICAPS

Who would you bet on—Prof. Pat Pending and his Convert-A-Car? Academia = last place. The Crimson Haybailer as piloted by 'The Red Max?' Germany loses again, sucka. It's easy to handicap the various entries in this game: It's like real life, only prettier.

With tongue firmly in cheek, the game serves up a delicious series of themed race courses (haunted houses, oil refineries, caves, mines, etc.). There are eleven kooky cruisers to choose from (eight are available at the start), and each borders dangerously on the nutty. Every racer has a special six powerups that are specific to his vehicle; players select three such goodies and map them to the Dreamcast controller's X, Y and B buttons. After collecting a few 'Wacky Coins', a racer can utilize these features with a touch of a button, unleashing some fearsome whup-ass with the Ant Hill Mob's 'rat-a-tat' attack or fleeing via the Creepy Coupe's dragon power.

Races play out as frantic jostle-fests, with cars bunching together and slamming into one another in tight quarters (consider this the game's attempt to make up for its rather slow play speed, and it all works out). Gorgeous graphics (employing the cel shading techniques of Sega's *Jet Grind Radio*) plus shortcuts and secrets aplenty await. Just be sure to turn down the volume on the Wacky announcer (who revels in choosing incorrect sound samples), and it's a smooth ride to the finish.

GREG ORLANDO

IN BRIEF

PUBLISHER INFOGRAMES **DEVELOPER** SHEFFIELD HOUSE **GENRE** WACKY RACING **PLAYERS** 1-4 **ORIGIN** UK **PERIPHS** NONE **ONLINE** NO **VMU COUNT** 4 **ESRB** E

+ Gorgeous, cartoonish graphics; beautifully designed courses
Plenty of unlockable characters, courses and weapons

− Announcer seems out of sync with what's actually going on
Slow framerate

BOTTOM LINE

Saturday morning sugared cereal dementia rules the road. And this time, you're driving.

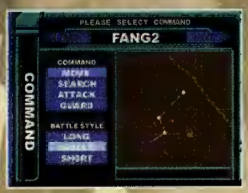
Official Dreamcast Magazine **Score 8** out of 10

www.DailyRadar.com

IT'S A WORLD OF INTENSE ACCURACY, RICH GRAPHICS AND UNBELIEVABLE DETAILS. NOW GET OUT THERE AND DESTROY IT.

GUNDAM
SIDE STORY 0079

It's Gundam Side Story 0079, Rise from the Ashes with 3D battle simulation, movie-quality sound track and Gundam – quality mass destruction. Electronic Gaming Monthly™ called it, "... some of the richest graphics yet on Dreamcast. Each of the mechs are [illegible] with so much detail, they look like FMV at a glance." And a glance is all the insidious Zaku forces will get, before your jump jet action and zoom-in weapon features blow them into another dimension.



WATCH GUNDAM WING ONLY ON

Toonami™
CARTOON NETWORK™

Sega Dreamcast.

TEEN T ESRB Animated Violence

BANDAI®

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Meet your enemies and then blow them to kingdom come. If you ain't got the moves, then they'll make off with the human hostages in tow.

NEWS AT 11

IF YOU THINK that Ulala is saving these humans out of love and compassion, think again. Even in the future, it's all about the Benjamins. Think of all the viewers she's saving while she's strutting around space.

Space Channel 5

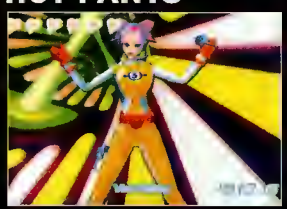
Sega's platform-strutting showpiece sets its phasers on stun. Can you dig it?

There's a trend creeping around the industry, dressed to kill with looks to die for. And wherever it shows its pretty, rendered face (usually accompanied by an equally hip soundtrack), heads turn, jaws drop, girlfriends scowl and legends are made.

One of the first of these trendsetters was that hip-hop PlayStation puppy called *PaRappa the Rapper*—a game which didn't cause the same kind of huge effect in the US that it did in Japan (probably because Sony chose not to import the PaRappa toaster along with the game), but which introduced audiences to the possibilities of fun without firepower (or action, or horror, or guys named Duke...). Aimed at casual and female gamers, titles in this genre are visually arresting and novice-friendly—an essential feature when baiting the uninitiated. In the US, these titles have been embraced by niche gamers, but shunned by the mainstream.

Sega's showpiece dance-music stunner, *Space Channel 5*, was summoned into existence by Tetsuya Mizuguchi, his lifestyle, and his talented (mostly female) team. It's a vehicle for the prodigious talents of Ulala—

HOT PANTS



NOT ONLY IS *Space Channel 5* a highly stylized testament to the ultra-super-swinging, martini-swilling sounds of the future, it also serves as Ulala's walk down the virtual runway of fashion. Every stage features a new outfit.

IN BRIEF

PUBLISHER SEGA **DEVELOPER** UNITED GAME ARTISTS/SEGA **GENRE** DANCE **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHS** JUMP PACK **ONLINE** NO **ESRB** T **PRICE** $49.99

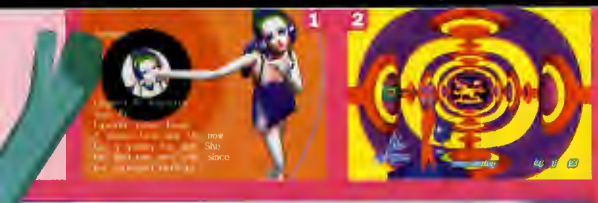
+ Grooviest soundtrack, hands down
Brilliant presentation that destroys all in its path...

− Unfortunately, that path is about yea—( )—long
Replay value nonexistent

BOTTOM LINE

Glitz, glamor and the King of Pop, all in one game. *Space Channel 5* has the style category taken care of; just don't expect the substance to match up

www.DailyRadar.com



1 It's Pudding! The quintessential teen pop sensation—about ten years after the fact. Pudding is trying to capitalize on her golden days in the limelight by stealing viewers from *Ulala's Swingin' Report Show* (and Pudding is nothing compared to Pirate Reporter, Jaguar).

2 In the game, there's a warning to anyone who's lucky enough not to have heard about the Dreaded Pokemon Incident™ regarding bright flashing colors and latent epilepsy. That warning applies to these screen shots as well.

The bigger the troupe Ulala amasses during a stage, the more fleshed out the dance routines get and the grander the soundtrack becomes. In other words—as usual, the bigger, the better.

PAPER OR PLASTIC?

IF YOU'VE GOT a hot property like Ulala on your hands, you're gonna want to promote her, right? Sega has it covered from sea to shining sea. From Japan to the US, we present the many faces of Ulala.

that 21st century fox who shimmies, struts and shoots her way through a dance-to-the-death contest against fuzzy aliens, rivals and the occasional CEO.

Gameplay follows that of its dance sim predecessors, with some tweaks that make things a little more interesting. Rhythm and timing are the key, and getting a good groove on will not only keep you moving through the game as Ulala, but will 'rescue' humans (held hostage by the aliens) and add them to your swingin' *Austin Powers*-style entourage. The more people you save, the bigger the chorus line and the cooler the visuals. This emphasis of style over actual substance and gameplay is the real heart here.

Graphically, *SC5* is unparalleled. Like a '60s spy movie done smarter, Ulala and her cohorts are rendered in a small number of smoothly textured polygons set against running video backgrounds. While some of the backgrounds suffer from bumpiness due to bad compression, the presentation is simply amazing. Gaming has lost its geek stigma—*SC5* has singlehandedly pushed the industry into the VIP lounge of pop culture.

But, alas, its longevity—at least in terms of gameplay—falls short. With only a handful of stages and little variation in the game's patterns, it's difficult to justify pounding through the "Left! Right! Up," routine repeatedly, unless you're out to dazzle and convert newcomers. Though it can be said that the game gets progressively tougher (as do most dance/rhythm games), you won't need more than a long weekend to get the most out of it.

For its inspired artistry, *SC5* should be relished and shared. But as one of the first big titles of a star-studded season of DC debuts, you may want to give it a rent before committing 50 hard-earned bucks. **FRANCESCA REYES**

Official Magazine Dreamcast **Score 7** out of 10

Silver is an odd conundrum: it's a PC RPG based around console-type game features and characters, which has then been ported to a console. Weird.

Silver

Rings like silver, shines like bronze

An epic RPG should never be this small in stature. Infogrames' RPG *Silver* aims for the skies, but somehow ends ups shooting itself in the foot. The game pits the hero David and his various allies against the corrupt, woman-stealing sorcerer Silver, who's trying to forge an alliance with a powerful god named—ominously enough—Apocalypse.

Shown from a three-quarters, top-down perspective, *Silver* frequently opts for a panoramic view. Often, players are treated to magnificent scenes of cavernous stone libraries or sun-kissed docks with rippling pools of water accompanied by little or no indication of where to go or what to do. Glints of light scattered on an area's floor will often indicate a door that can be passed through; after an hour or so of hunting for exits, players will recognize only one portal—the one into the land of the comatose. Like others of its ilk, *Silver* also suffers from endless exposition and weirdnesses that challenge sanity, like the moment when David watches his grandfather get french-fried by a villain (trust us). Incomprehensibly, the game locks out control until Grandpa vaporizes, then lets the player decide to fight the killer or flee.

David can run through his quest accumulating allies as he does magical potions. Three-member parties can be formed, and *Silver* affords the player a good crop of bruisers, martial artists, sorcerers, archers, etc. to fight with. Players control one of the three, and a decent artificial intelligence allows the other two adventurers to follow along and join in the fight against evil. Traveling from world to world (and back again) to collect eight magical orbs will eat up most of a weekend, and it's not entirely wasted time. A neat realtime battle system allows David to hack it up arcade-style, to toss spells and to find some good ground to fight on—but it's too bad that the perspective can make it tough to see what's going on during a fight. Ultimately, an otherwise pretty bauble is pretty marred.

GREG ORLANDO

PUBLISHER INFOGRAMES **DEVELOPER** SPIRAL HOUSE **ORIGIN** UK **GENRE** RPG **PLAYERS** 1 **ONLINE** NO **VMU COUNT** 7 **ESRB** T **PERIPHERALS** NONE **PRICE** $39.99

One of the flaws in *Silver*'s design is the scale of environments with respect to characters. Break out the magnifying glass.

Official Magazine Dreamcast **Score 6** out of 10

Fish the way you've always wanted to... with guns.

DEEP FIGHTER™

Or lasers, bombs or various other weapons at your disposal. As fun as it is to blow those beautiful fish up, they're the least of your worries. A raging war is spinning out of control as pirates and sea-creatures alike attempt to drive your civilization off the ocean floor. You've got to dog-fight your way through your adversaries, construct the mothership, and transport your people to less hostile waters.

Go fish or go fight? You decide.

Ubi Soft ENTERTAINMENT
www.ubisoft.com

Criterion Studios

Sega Dreamcast.

TEEN T ESRB

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Meg aims. She shoots she fires. And yet, mysteriously, she still sucks. This game is less fun than taping all your fingers together and trying to roll up a manual car window. Really. Just try it.

The Ring: *Terror's Realm*

Survive the horror

Not since Sylvester Stallone's *Over the Top* has there been a piece of entertainment so aptly titled. *The Ring* is a horrifying collection of poor game design, dumb plot, stiff controls and utter tedium. Taken from the Japanese manga and anime of the same name, *The Ring* puts you in the noisy pumps of Meg, a bureaucrat at the Center for Disease Control. Several of her friends have apparently been killed by a videogame called *The Ring*, so she decides to investigate.

The action is divided between two equally uninteresting worlds: the bland corridors of the quarantined CDC, and the dank, murky world of *The Ring*, which is clearly a rip-off of the hospital levels in *Silent Hill*. Players control Meg with the digital pad (or the analog stick for a first-person viewpoint). During combat, holding down the right trigger button will raise Meg's pistol. This would be great, if she wasn't frozen in place while aiming—"battles" degrade into pantomimes. And we just LOVE mime.

Production values are uniformly dreadful, and criminally, there is no voice acting during the bulk of the adventure. Instead, players have to watch their characters mouth poorly translated Japanese dialog—in one medical record, a woman is said to be suffering from "female testicular syndrome."

Even worse, players plod through the unscary story accompanied by some of the most irritating music we have ever heard (four bars of lifeless synth on a loop). The option to turn this music down doesn't even exist—nor is there any way to change the four different camera angles, to turn on or off the jump pack or to load a game without quitting back to the main menu.

The Ring: Terror's Realm has so many things wrong with it, it would be useless to praise its good qualities (if it had any). We once thought that the idea of a murderous videogame killing its players was a little farfetched. Not anymore. **JIM PRESTON**

PUBLISHER INFOGRAMES **DEVELOPER** ASMIC ACE **ORIGIN** US
GENRE EVIL BAD **PLAYERS** 1 **ONLINE** NO **VMU COUNT** 29
ESRB T **PERIPHS** JUMP PACK **PRICE** $39.99

Official Dreamcast Magazine **Score 2** out of 10

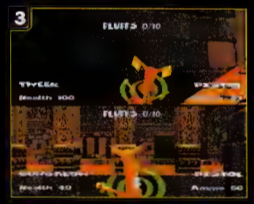
The 2-4 player 'fluffmatch' is outstanding

WHEN ANIMALS ATTACK

[WARNING: For all those readers under the age of 18, we advise you to skip this box-out and continue reading the rest of the magazine as if nothing ever happened.]

We can all thank our lucky stars that we're not on the receiving end of this here boa constrictor, and that the fuzzy wuzzy animals in *Fur Fighters* aren't real. And this isn't another dodgy Sega ad for *Seaman*. This snake ATE SOMEONE. *Bleaurgh!*

Huge levels, loads of weapons and barrels-full of angry animals make *FF* a winner.



1 The melee known as *Fur Fighters* takes a little getting used to, but ultimately pays off in the end.

2 With *MDK* 2-like controls, expect a bit of a learning curve.

3 While only two players are shown, the FluffMatch mode (er... in the game) accomodates up to four.

4 In a fashion that's almost become a trademark of those wacky Bizarre Creations folks, there's plenty of offbeat humor to be had in the game, even beyond the concept of firepowered stuffed animals dueling to the death.

Newsflash: The city has just been invaded by smartly dressed bears packing much heat.

Fur Fighters

Another good reason for gun control in the toy chest

What's not to love about blowing the snow-white stuffing out of teddy bears dressed like gangsters? Bizarre Creations' answer to the public outcry against gratuitous videogame gore is a lesson in problem solving—and in irony, to boot. Incorporating strategy and platformer elements with the twitch-factor of first-person shooters, *Fur Fighters* is sure to surprise any gamer who's expecting a Nintendo-esque kiddie ride.

The fun starts when Evil General Viggo kidnaps the Fur Fighters' families (litters?) to prevent them from meddling with his attempt at world domination. Predictably, this enrages our six fluffy mercenaries, who strap up and set off for Quack City to get their babies back by force. The twist? Little ones can only be rescued by their species-specific parents, thus each Fur Fighter must use its special ability (swimming, climbing, high jumping, flying, etc.) to locate and claim its adorable children. While players control only one Fur Fighter at a time, teleportation points allow gamers to change identity on the fly. Become Rico the penguin to navigate an aquarium maze, Bungalow the kangaroo for those tricky jumping puzzles, Chang the panda to crawl through tiny spaces, or Juliette the cat to claw your way up walls. Later puzzles require gamers to use a series of characters: you might take a series of difficult jumps with Bungalow before scaling to an even greater height as Juliette to reach a kitten.

The game worlds are vibrant and vast, boasting outstanding creativity and a wonderful attention to detail (note the fine exhibits at the Quackenheim Museum). Unfortunately, the size of an environment and the quality of its character-specific puzzles within don't always go hand in hand. With no button for "run," it can be drudgery to backtrack to an earlier teleporter. In addition, puzzle difficulty levels don't always follow the gradual curve most gamers are used to. Yet even with these flaws, *Fur Fighters* is sure to impress a wide audience of young and old of every species. Add the outstanding 2-4 player 'fluffmatch' (Dan, don't say it), and you'll realize just how much more besides cute this game is. Barney had better watch his back.

CORD BARRETT SMITH

Official Dreamcast Magazine **Score 8** out of 10

IN BRIEF

PUBLISHER ACCLAIM **DEVELOPER** BIZARRE CREATIONS **ONLINE** NO **GENRE** GRATUITOUS BEAVER SHOTS (TO QUOTE ACCLAIM'S ADVERTISEMENT) **PLAYERS** 1-4 **PERIPHS** JUMP PACK **VMU COUNT** 51+ **ESRB** T **PRICE** $49.99

+ Crisp, colorful graphics, enormous game worlds. An excellent mix of good play and mechanics

− Slightly uneven level design and difficulty... And no 'run' button!

BOTTOM LINE

An extremely creative game with loads of character variety and fun

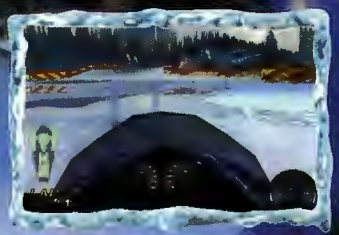
www.DailyRadar.com

SNO CROSS

CHAMPIONSHIP RACING

THE *CHILL* OF VICTORY

Lean, duck and perform radical tricks on real Yamaha snow mobiles.



Upgrade your sled and tackle multiple modes like hill-climbing, championship and head-to-head.

Thrash unique international racing circuits like Aspen or Nagano. Race day or night, in variable weather including rain and snow.

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PlayStation

EVERYONE E ESRB

Sega Dreamcast.

CRAVE ENTERTAINMENT

www.cravegames.com

We really wanted to love this game.

Magforce Racing can't even compete with the genre's run-of-the-mill titles of yesteryear. It's a shame: these backgrounds are really magnificent.

Magforce Racing

When bad games look sooooo good...

Overlooking the fact that the vehicle designs in *Magforce Racing* wouldn't pass for Power Ranger rejects, no self-respecting graphics-snob can deny the aesthetic grace of the game's slick trackside visuals. The framerate is truly blazing, and—at its best moments—the sensation of speed is truly remarkable. The game, sad to say, is not. With its focus on magnetic 'cling-to-the-ceiling' racing and weapon-frenzied action, *Magforce* tries to bake up a game that's *Wipeout* and *Roll Cage* all in one. But what ultimately comes out of the oven is a stale piece of ionized spam.

From its lackluster weapons to its flashy but dysfunctional track designs, it's clear that this is the little engine that couldn't. No damage models, vehicles simply decelerate when hit (often colliding with your vehicle, knocking both of you back three positions), and even with a few four-player modes, *Magforce* still seems like little more than a glorified tech demo. A rental, at best.

CORD BARRETT SMITH

PUBLISHER CRAVE ENTERTAINMENT **DEVELOPER** VCC GENRE RACING **PLAYERS** 1-4 **VMU COUNT** 19+ **ESRB** E **PERIPHERALS** JUMP PACK **ONLINE** NO **PRICE** $49.99

Official Dreamcast Magazine **Score 4** out of 10

SOUTH PARK'S PLAYBOYS

South Park creators Matt Stone and Trey Parker have publicly condemned the series of games based around their cult TV show. In a recent interview printed in *Playboy* magazine, the two had this to say: "Comedy Central owns *South Park*, we don't. Comedy Central can do whatever the [f-bleep] they want with these characters. And they've made all this [s-bleep] and these video games that we [f-bleep]ing hate." Please note: we bought *Playboy* only for this article.

Here's a little irony: This interview was featured in a nudie mag, and Matt and Trey can be seen in a similarly seductive (um...?) state of undress in the above ad for Absolut vodka (photographed by the 'lucky' Annie Leibowitz, who has probably seen the nether bits of more male celebrities than anyone else in the industry, including Winona Ryder). Seems like *South Park*'s big boys have finally made it...although this pic probably won't help their chances with the ladies.

1

Says DailyRadar's Greg Orlando: "*SPR* is a big, steaming pile of ass that looks like a lit bag of turds that's been stomped on."

2

3

1 "Satan—your ass is giant and red. Who am I gonna pretend you are...Liza Minelli?"

2 "Everything is super when you're—don't you think I look cute in this hat and these little pants and this matching tie that I got at Mery's!?"

3 "Say Terence, what did the Spanish Priest say to the Uranian gynecologist?"

South Park Rally

<Fart>

Make no mistake—we really wanted to love this game. We warmed up with an epic *South Park* marathon, viewing *Bigger, Longer and Uncut* 16 times in a row (at an exclusive party wherein the scheizer video starring Cartman's mom was shown in a back room), and gave *SPR* a spin. While we'd love the opportunity to unleash a series of one-sided South Parkian classifications one way or the other (read: "Sweeeet" or "Sucks big floppy donkey" etc., the truth is that this game lands squarely in the middle of the pack. Park.

Judged on originality alone, *SPR* is little more than potty-mouthed Canadian toilet humor. It's the most derivative of derivative licensed rally games, set apart from the pack by only two things: a) courses are non-linear, and b) Dude, it's *South Park*: there are fart sounds. While graphics are a bit lame and, "The animation's all crappy" (says Cartman), it's all decent enough not to negatively affect gamplay.

SPR Dreamcast features better graphics than the other console versions, plus a unique Dreamcast-only track and a revamped 'front-end'. If you ever get a handle on the game's 'checkpoint' structure, *SPR* provides an entertaining—if utterly moronic—experience for *South Park* fans. Others beware.

EVAN SHAMOON

IN BRIEF

PUBLISHER ACCLAIM **DEVELOPER** CARTMAN'S ASS **GENRE** CARTMAN'S ASS RACING **PLAYERS** 1-4 **ORIGIN** CANADA (ER) AU **PERIPHERALS** EVAN'S ASS **ONLINE** NO **ESRB** M **PRICE** $49.99

+ Quite entertaining in multiplayer—no Mario Kart, but wholesome fun.

More funny sounds than a Czechoslovakian orgy: Terence & Philip, Satan & Saddam, Big Gay Al and—Tails?

− Simpler woulda been betterer—a straightforward race would have been more fun without all the checkpoint crap dude

BOTTOM LINE

<Sigh> Buy it if you must.

Official Dreamcast Magazine **Score 5** out of 10

PERIPHERALS

Pelican 4x memory card

With four memory banks to hold as many saves as 4 VMU's can, Pelican's 4X DC Memory Card might be the ticket to happiness for those gamers who get so tired of spending dough on Sega VMU's ... that is, if it weren't so damn unreliable. A little button helps you to switch between memory banks, and if you opt to track down the appropriate cord, you'll even be able to upload your saves to a PC—but the fact that it can (and inevitably does) erratically corrupt your save file at the worst possible moment is a big, bad boo-boo for buyers (Just imagine how much it would suck if you'd FINALLY gotten past one of the many infuriatingly difficult bits in *MDK 2* and your save got mutated). Keep your receipt handy.

FRANCESCA REYES

COMPANY PELICAN **AVAILABLE** NOW **PRICE** $24.99 **ANNOYANCE QUOTIENT** HIGH

Official Dreamcast Magazine

Mmmm...big robots...exploding...boom...fire. ..shrapnel...

Virtual On: Oratorio Tangram

The Twin Sticks are no-shows...

But the party's still a virtual blast. Let's give Activision props for having the cajones to distribute Sega's own mech-fighting masterpiece to the US audience. YES, the game does play and feel better with the pricey import twin-sticks, but let's move beyond that fact and concentrate on the game itself.

Within the fighting game genre, *Virtual On* is as unorthodox as they come. It somehow combines the strategy of a 3D mech game with the pace and intensity of a one-on-one fighter. Just imagine the ability to pull off "specials" in a deathmatch environment and you'll start to get the picture. And while projectile weaponry is the name of the game, close range combat is also available in the form of giant electric sabres, staffs, drills, clamps, and fists. Each character sports a unique personality and feel, from a slow heavy who fires off missiles that split into more missiles to a faster female mech that rides her staff like a broom and conjures up enormous ice dragons. Some mechs mimic harrier jets, while others control more like nuclear-powered tanks. And although they all share the same control scheme, subtle differences among the mechs make controlling each one a unique and rewarding experience.

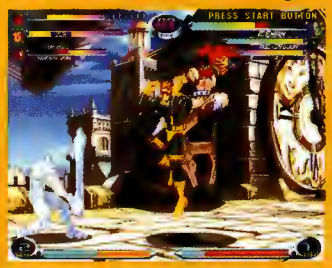
Speaking of control . . . those of you who had the fortune to play the Saturn version of the original *Virtual On* will no doubt find yourselves right at home. While slightly simplified, the control scheme is similar, and you're sure to find a configuration that suits your style of play. Those new to the series will likely need a few practice rounds to get the hang of it, but the game's graphical appeal and addictive "just-one-more-try" difficulty will quickly bring you up to speed. Certainly, one of *VOOT*'s best aspects is that just beneath its seemingly complex surface lies a very player-friendly game. Convincing a friend to join in the fray shouldn't be too difficult—but be warned—once hooked, they're likely to improve just as quickly as you did. Very cool, indeed.

CORD BARRETT SMITH

PUBLISHER ACTIVISION **DEVELOPER** SEGA **GENRE** HOT MECH-ACTION **PLAYERS** 1-2 **VMU COUNT** 4+ **ESRB** T **PERIPHERALS** JUMP PACK (AND TWIN STICKS) **PRICE** $49.99

Official Magazine Dreamcast **Score 8** out of 10

"You guys, come on—hit me, I'm ready! Stop ignoring me! Why do you guys always go in your room and shut the door?" Iceman learns something new.



Wolverine: Damn, my eye itches... must scratch... $*@H#%! Stupid adamantium claws! Gonna cut 'em and get some Lee Press-On Claws...

Dream Game Award Dreamcast

Marvel vs.

"New Age of Heroes": Mo' Bigger, Mo' Better,

If the original *Marvel vs. Capcom* was a swift kick in the shorts, *Marvel vs. Capcom 2: New Age of Heroes* is an even-swifter steel spike-laden sledgehammer to the throat. With more eclectic characters and over-the-top action than a John Woo triple-feature, plus beautiful 3D backgrounds and enough special moves to screw you sideways, Capcom has gone for the jugular and come up pretty gawdamn' bloody.

Like its prequel, *MvC2*'s roots are grounded deep in *Street Fighter 2. Fran: "Hmm—'Deep in* Street Fighter 2'*...you mean like the porno I saw in college?" Evan: "Uhh, no Fran."*

Unlike said porno, players begin by choosing three characters with whom to do battle. Any mix of Marvel and Capcom fighters is allowed, and with a grand total of fifty-six characters to choose from (after all have been unlocked—where the hell is that Jill Valentine when you need her?), the combinations are virtually endless. The game's shiny new 'Assist' system even allows players to perform double- and triple-team moves, whereby your alternate characters rush in to perform a single special attack, without the

IN BRIEF

PUBLISHER/DEVELOPER CAPCOM **GENRE** FIGHTING **PLAYERS** 1-2 **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK, ARCADE STICK **ONLINE** NO **ESRB** T **PRICE** $49.99

+ The sheer chock-fullness of nuts of it all

Responsive controls are just so damn Smoove™

− No online = lots of sad, doe-eyed children

Them characters look mighty pixelly against those purty backgrounds

BOTTOM LINE

Fast, furious and (in the case of some of the characters), kinda furry. 2D fighting perfection with only a few flaws. Need another reason, bub?

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Total MOVIE

Not unlike *Power Stone 2*, there's so much going on in *MvC2* that it gets difficult to follow. Stock up on visine, because marathon sessions'll give you dry, red eyes . People will start telling you to "Just Say No."

Don't make me angry... you wouldn't like me when I'm angry. Dang! Who painted this bullseye on my chest?

Venom launches his secret Guile catapault missile, but fails to dodge Wolverine's rug-burn slide crotch attack. Boy, it sure sucks to be a superhero, sometimes.

Spiderman: "Okay, now on the fourth beat, you just put your hands up in the air. On eight, just shake your hips and shout 'Heeeeeeeeeey, Macarena!', 'kay?" Iceman: "Oh, forget it."

Just for the record, nobody at ODCM has ever kissed Venom. Must've been someone at *Next Gen*.

Capcom 2

Mo' Butter. Capcom strikes again.

need to actually tag out. It's hectic, to say the least.

In terms of control, *MvC2* has changed Capcom's traditional six-button layout to an SNK-inspired (and DC-friendly) four-button style. Surprisingly, rather than dumbing-down the control, this new four-button layout is more combo-friendly than the original game, and actually improves the overall experience. While we might be skeptical about its employment in a more formal *Street Fighter* game, it's perfect for the speed of this turbo–supa-sonic daddy-o.

Graphically, Capcom has done a bit of visual half-stepping. Though 3D backgrounds are absolutely stunning, characters remain somewhat blocky, low-res sprites—which creates a contrast that's not so much lovely as it is awkward. While it is perhaps somewhat highbrowed to criticize what might be the best-looking 2D fighting game ever, hi-res characther models could have made *MvC2* a significant graphical milestone. Take one look at the NAOMI version of *Guilty Gear X*, with its true 640x480 action, and you'll get the picture. And we'll get a towel to wipe up the drool.

What really makes *MvC2* so special, though, is its depth. With a virtually endless character lineup and a cool character-acquisition system, gamers won't tire of *MvC2* any time soon. Until *3rd Strike* and *Guilty Gear X* arrive, this is the best 2D fighter on a home console. Eat it.

EVAN SHAMOON

Official Magazine Dreamcast **Score 9** out of 10

What other game gives you the chance to dodge, strafe and shoot at an enormous jellyfish? Certainly not *Ecco*. Kind of reminds us of last weekend, though.

Deep Fighter

Surprisingly immersive (heh, heh)

It's being compared to the *Wing Commander* series, but *Deep Fighter*'s mission-based sub-sim ultimately moves out of *WC*'s shadow and into its own territory. Its intuitive control and excellent variety lead to some brilliantly—and surprisingly—immersive gaming moments.

While the FMV mission briefings are a bit laughable and the underwater environments aren't up to *Ecco*'s standards, they're more than enough to convey a superb sense of atmosphere. For instance, you'll survey an enormous submarine wreck via a highly manuverable, detachable mini-sub that's just small enough to fit through the intricate maze of vents and ducts; eels, crabs, jellyfish, and seabugs lurk in the darkness as your probot activates door switches to allow your mother craft passage. Not only is the experience entertaining and believable, it's downright creepy. With eight vehicles and 36 missions, *Deep Fighter* runs the gamut from ski-boat-like racing (testing the BURST engine) to an undersea Asteroids take-off (manning the turrets at the sand mine). So go ahead and raise an eyebrow at the idea of a "fun" sub game—you'll have a great time proving yourself wrong.

CORD BARRETT SMITH

PUBLISHER UBI SOFT **DEVELOPER** CRITERION STUDIOS **GENRE** 3D SUBMARINE ACTION **PLAYERS** 1 **VMU COUNT** 4+ **ESRB** T **PERIPHERALS** JUMP PACK **PRICE** $49.99

Official Magazine Dreamcast **Score 7** out of 10

PERIPHERALS

Gameshark CDX

It's finally here! Interact's code-slinging, import-playing contraption is now on store shelves. The package includes a code disc, as well as a VMU-like Gameshark thingie and a videotape that works like a tutorial for newbies. The disc includes codes for over 30 DC games and you're free to add more as you go along which then save to the VMU-thing which remains in your controller throughout the actual game. Special bonus: the CD works like a boot disc to play import games on your US DC. Bummer: No import codes. Take care to note versions of games and consoles you have in order to get the most out of the GS CDX. It's a must buy for those who've wanted to modify their DCs but never got to do it.

FRANCESCA REYES

COMPANY INTERACT **PRICE** $49.99

Official Magazine Dreamcast

For those that never saw *BAM4* on Play Station, Taito has some new tricks up its sleeve. Some rounds will feature a balancing lever system that adds quite a bit to gameplay.

Bust-A-Move 4

Same ol', same ol'...fun

What can we possibly say about Taito's enduring, system-crossing, bubble-busting classic series that hasn't been said in five billion different ways before? That it's competely different from its past incarnations? (Answer: No.) That it's been optimized for Dreamcast? (Answer: No.) That it utilizes all of the new millennium's advances in mip-mapping, anti-aliasing technology? (Answer: Um, no.) Then what could a Dreamcast version of *Bust-A-Move 4* possibly give us? Answer: Hours of two-player fun.

The premise is simple: aim and shoot a bubble at similarly colored bubbles to set up a string in order to clear them from the board. Of course, simple and easy are two very different words as defined in the puzzle fan's dictionary. And it's the quick, reflexive puzzle-tastic action in any version of *BAM* that paves a yellow brick road to major addiction.

But the best aspect of *BAM4* is its novice-friendly appeal. Pop the game in and expect girlfriends, moms, grandmas and younger siblings to swarm to the TV like moths to a zapper. If you have the spare change rolling around in your drawers, it's a very wise investment. FRANCESCA REYES

PUBLISHER ACCLAIM **DEVELOPER** TAITO **GENRE** PUZZLE **PLAYERS** 1-2 **ESRB** E **PERIPHERALS** NONE **PRICE** $49.99

Official Magazine Dreamcast **Score 6** out of 10

1 ProTip: Keep a pair of shades handy. Neo's secret ability to actually blind players with his super-colorful world is a given.

2 Neo's equivalent of Hell is plenty cuter than most of us would have pictured. Who knew?

PASS THE INSULIN *Neo* is highly addictive, but may foster fantasies of crushing its mascot under your boot.

Super Magnetic Neo

Cool, cute, but a bit too calculated

With his magnetic good looks, wacky personality and old-school skills, Neo slips comfortably into Dreamcast's emerging mascot category. As lone defender of the blindingly colorful, neo-futuristic Pao Pao Park, it's up to him to rid the area of a terrible toddler and her goons. To do so, Neo uses his powers of magnetism to jump, hop and zip through a bevy of levels (and bonus levels) and face-offs with bosses. Along the way, he'll pick up secret items, collect 'coins', and even furnish his own space age apartment (read: post-modern wacky at its best).

Quirky, fast-paced and packed with more pastels than a quart of rainbow sherbet, Crave's platforming bid for the DC throne is highly addictive, containing just the right amount of difficulty to snare gamers who are well-steeped in similar old-school ventures. But despite its smooth gameplay and tried-and-true mechanics, Neo sometimes jumps too far into the land of derivitative design. It exposes its roots a little too often, with blatant nods to the *Mario/Crash* series. Nevertheless, for devoted fans of the genre (you know who you are), these blemishes mean nothing in the face of being able to ride a camel on wheels. Give it a long look.

FRANCESCA REYES

IN BRIEF

PUBLISHER CRAVE **DEVELOPER** GENKI **GENRE** PLATFORMER **PLAYERS** 1 **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK, VMU **ONLINE** NO **ESRB** T **PRICE** $49.99

+ Smooth-running gameplay at 60 fps can't be beat

Charismatic characters and devilishly difficult levels are a platformer fan's dream come true

− Often overly simplistic level designs disappoint

A little too derivative, not enough originality

BOTTOM LINE

Neo fits the platforming bill nicely, but slips short of classic status

Official Magazine Dreamcast **Score 7** out of 10

PERIPHERALS

4 Megabyte Memory Card

In contrast to Pelican's similar 4X Memory Card for DC (reviewed in this issue on page 96), Innovation's bid for snagging a share in the same market appreciates the concers of gamers everywhere: its far more reliable save mechanism utilizes four different memory banks. Press the switch to swap between banks when necessary, and you can even upload your saves to a PC if you have the right cord. While it's virtually the same in most respects as Pelican's version, it seems to be better constructed and much more trusty in a tight fit. You won't need to worry about your saves being corrupted; it's a good choice for an unofficial, third-party memory card.

FRANCESCA REYES

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Official Magazine Dreamcast

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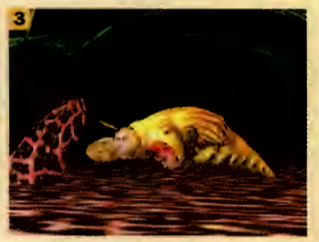
At a certain point in the game, you'll actually be able to *raise* food to feed to Seaman. It's a terrifying thought, but it's the only way to keep him evolving.

1. Welcome to the auxillary tank of super-creepiness: the insect habitat. This is where you'll be able to nurture various insects to feed to different forms of Seaman. Ugh.

2. While you'll be able to raise up to two Seamen, it's wise to kill one off so you'll have more food for your favorite.

3. Why do these insect larvae and moths have Seaman's face? Welcome to the game's countless unexplained phenomena.



LEONARD NIMOY GOES FOR A SWIM!

His book (an **ODCM** favorite) is called *I Am Not Spock*. And he's not Seaman, either. But he does make an appearance in the title as the narrator. Basically, his function in the game is just like his role on the *Enterprise*: he tells you what to do in that non-commital monotone of his, and dares you to make snippy little comments about pointy ears. You really should pay attention to what Leonard is saying in this game...while trying to ignore your memories of his little 'rock star' phase, wherein he lost ALL credibility as a Vulcan, a human or a narrator for a talking fish game. Really. Have you heard his rendition of "Proud Mary?" You'll never be able to watch *Star Trek* again without wincing. Trust us. And while we're on the subject, William Shatner's book, *Star Trek Memories*, is a must-read. Ask Dan.

Like any good virtual pet sim, you'll have to do a lot of tedious tasks like monitoring Seaman's oxygen and heat. It's a tough job, but someone has to do it. Unless you *want* to kill him.

What the @#&% are you looking at?

Seaman

The grouchiest, crabbiest Sea Monkey in the tank finds a voice. Damn evolution.

One of the strangest experiments in videogaming has finally acquired an American accent: Meet the domestic version of that infamous bastard—er, virtual pet—in a tank, *Seaman*. For those of you who're unfamiliar with his Seaman-ness and all of his curious and wholly disturbing quirks, there are a few things you definitely need to know about: you should really be prepared.

Rule #1: This is NOT a game. Rule #2: If this is your first time playing with Seaman, you 'get to' raise him from a snotty little Sea-child to his adult magnificence. Rule #3: You do not talk about Seaman. *[Without using expletives. –Ed.]*

Seaman is, after all, a virtual pet. You won't be shooting aliens or even dancing around them in a plastic skirt. Instead, you'll be equipped with a microphone, a VMU and a never-ending onscreen aquarium scene as you watch your new friend—actually, friends, since you start out with more than one baby—to adulthood.

You start with an egg. It hatches into any number of Seamen (yeah, yeah—laugh all you want). From then on, it's all about maintainance: you'll have to keep the temperature and oxygen in the tank at comfortable levels, and even parent the little guys by communicating ever-so-sweetly with them.

TALK TO ME! This game smells like innovation (and fish). Take its use of the microphone peripheral, for instance—as Seaman grows, so will his vocabulary. He'll ask you your birth date and astrological sign, and remember the answers. The trick is in getting his attention in the first place; all that tap-tap-tapping on the glass really wears thin.

The entire process is lengthy and involved (it can vary between a few days up to a month), but the payoff is constant. From the baby talk of the small "Gillmen"—who 'naturally select' the survivors of their species by sucking the life out of each other until only a few remain in the tank—to the uniquely gross habits and mannerisms of the adults, the entire project is perfectly orchestrated to creep gamers out. We would tell you more, but we don't want to ruin the 'game' for all of you adventurous folks who're willing to invest time and money in Vivarium's little experiment.

And this is what *Seaman* boils down to: a virtual experiment. Certain of you will be drawn to its wacky 'play' and love every minute of it, but chances are that it's an acquired taste that doesn't taste enough like chicken to please the masses. It may be one of those titles that's 'only good for hardcore fans'. **FRANCESCA REYES**

Official Magazine Dreamcast **Score 6** out of 10

IN BRIEF

PUBLISHER SEGA **DEVELOPER** VIVARIUM **ONLINE** NO **GENRE** CROTCHETY FISH SIMULATION **PLAYERS** 1 **PERIPHS** MICROPHONE, VMU **VMU COUNT** 64+ **ESRB** E

+ Truly innovative use of voice acting and dialog interaction. You might not like it, but you'll appreciate it

– Voice 'recognition' not exactly up to par, limited dialog interaction. Oh, and it isn't a game

BOTTOM LINE

Decidedly uncuddly, Seaman is not for the faint at heart. But that can be a good thing

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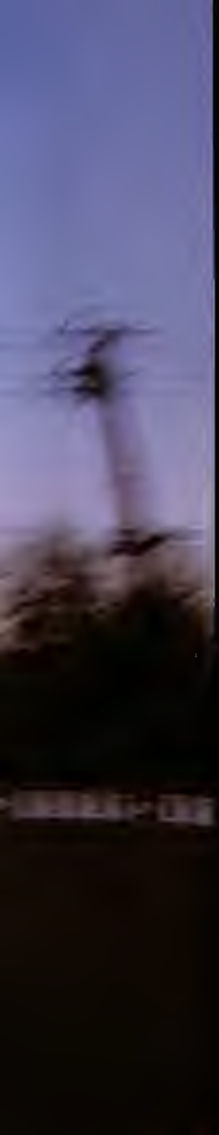

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Mr. Driller: a lot more fun than we care to admit.

Mr. Driller

Faster Mr. Driller! *Drill! Drill!*

When Namco promised two more Dreamcast games, we admit we were kind of hoping for *Tekken Tag* or *Ridge Racer*. *Tekken Tag*, *Mr. Driller* ain't.

Instead, it's a puzzle game so cute that it almost broke Japan's export restrictions on cultural treasures.

The game itself features the mini-hero Mr. Driller, who has been called in to save a town overrun by colored blocks (this scenario is revealed in a series of clever opening screens with word balloons saying "Colored blocks are overrunning the town!" and "Call Mr. Driller!").

Your job is to drill through the blocks to get to the bottom of the mess. The actual gameplay is a weird combo of reverse-*Tetris*, *Columns*, *Dig-Dug*, and Namco's little known *Pac Attack*. You dig through the colored shapes, and if you create any spaces, the shapes above fall down to fill the holes—unless they get caught up on an overhang. If a block slides past a block of its own color, the two will merge (potentially creating overhangs, and giving Mr. Driller some room to maneuver down below). If four or more blocks meet, they flash and disappear, occasionally setting up huge chain reactions that bring beaucoups points—along with beaucoups blocks crashing down toward your head. You'll have to drill lightning-fast, or be flattened!

But you can't be too methodical in any case, because your supply of air is constantly decreasing, forcing you to keep moving in the search for air power-ups. Add the brown blocks that suck your air if you break through them, and you have the makings of a stellar arcade puzzler.

A great interface, solid graphics, and good sound are generally givens with a Namco title, and so it is here. There are three modes: arcade (in which you can drill to the bottom), survival (endless existential drilling), and time attack (premade puzzle levels that you try to clear as fast as possible).

The game is only single-player, and it's not as easy to pick up as your average puzzler, but it is damn addictive—it's almost as addicitive as it is cute. Just the thing to play when you should be doing something else—like, say, writing up a few game reviews...

CHRIS CHARLA

PUBLISHER/DEVELOPER NAMCO **ORIGIN** JAPAN **GENRE** DRILLING SIM **PLAYERS** 1 **VMU COUNT** 12 **ESRB** E **PERIPHS** ALL (YUP, ALL) **PRICE** $29.99

Official Magazine Dreamcast **Score 7** out of 10

Aside from the absence of an annoying, horribly overrated singer who spits more cheese from her mouth than a nauseous Speedy Gonzalez, matches in *PS 2* are vaguely reminiscent of a Celine Dion concert.

"Hey, did you hear there's a sale on parachute pants at Chess King? Let's just learn to get along and go shopping!"
-The real Wang Tang

Power Stone 2

Sticks and stones may break my bones, but videogames will never hurt me

Expectations for this eagerly-awaited sequel have been higher than Cheech, Chong and Woody Harrelson in a room with a bong—and you *Power Stone* devotees won't be disappointed. *Power Stone 2* really is all that and a bag of chips. With salsa. The refrigerated kind.

Ask any true aficionado and they'll tell you that fighting games, for the most part, tend to exist in only two dimensions (at least one more than our sense of humor, clearly). For all of their textured polygons and 3D landscapes, combatants in the *Tekkens* and *Soul Calibur*s of the world fight, essentially, on only a single plane. *Power Stone* was the first Dreamcast game to truly flip this script, allowing fighters to roam freely around complex, multi-tiered landscapes in their eternal quest to whup one anothers' well-animated tuchuses (tuchi?). They could hurl chairs across the arena, launch themselves from flagpoles and ledges, and acquire an assortment of firearms with which to vanquish their enemies. Liberating stuff, to say the least.

Power Stone 2 takes this concept and runs with it like Ben Johnson on steroids. Unlike its forefather—which was 100% fighting game—*Power Stone 2*

IN BRIEF

PUBLISHER/DEVELOPER CAPCOM **GENRE** FIGHTING **PLAYERS** 1-4 **ORIGIN** JAPAN **PERIPHERALS** JUMP PACK, ARCADE STICK **ONLINE** NO **ESRB** T **PRICE** $49.99

+ Still looking good after all these...um....years; Four player fighting action set to a mad, turbo-accelerated setting

− Screen gets confusing with all the visual stimuli (ouch!); single-player action gets boring and lonely

BOTTOM LINE

A groundbreaking game that's so fun you might not even notice its technical genius

www.DailyRadar.com

1 Things are always moving in *PS2*—the floor could give way or a huge boulder could begin rolling toward you at any moment

2 What this screen can't show you is the violence it induces in the ODCM staff. For example, Chris just broke Dan's leg.

With so much going on at all times, *PS2* is one game that benefits from a big, sharp television. Better run right out and get one—or get a job at a videogames magazine, and have them sent to you for free.

8 MILLION WAYS TO DIE

THERE'S A BAZILLION WAYS to meet The Grim Reaper in *Power Stone 2* (aside from the cliché shoulder rocket—yaawwwn... like that happens every day, for sure). Death by heated laser beams; mutilation by zombie robots; hacked by samurai swords; and the ever famous, 'fell from a 1000-mile drop without a parachute/parasol'. This game is almost, but not quite, as dangerous as crossing the street in San Francisco.

is somewhat of a mixed-genre hybrid. Borrowing from classics such as *Golden Axe* and *Bomberman*, the development team did more than 'break the mold'—it got medieval on the mold's ass. With a four-player mode, spectacular level design and the most hectic gameplay this side of *Robotron* level 83, this is a don't miss fight riot.

Each of eight arenas is absolutely littered with interactive, creatively-implemented objects. Crates and treasure chests are everywhere, containing more than 150 different power-ups—from flame-throwers, skateboards (huh?) and pain-inducing megaphones (double-huh?) to more traditional health power-ups. And as if that wasn't enough, a whole assortment of falling boulders, gun turrets, tanks and planes are littered about each stage, just waiting to be picked up and manipulated for your fighting enjoyment.

While the single-player mode leaves something to be desired (despite its Item Shop) and the cats-in-a-barrel frenzy of action can be difficult to keep track of, this is a multiplayer game that cannot be ignored. It has already made a severe dent in our productivity here at **ODCM**—which is always a sure sign of a quality title. Those of you who're expecting a hardcore fighting game might be a bit disappointed, but most should be thrilled by the limitless play. So if you've got three friends, four controllers and five fingers, grab yourself a copy of *PS2*. You won't regret it.

EVAN SHAMOON

Official Magazine Dreamcast **Score 8** out of 10

With 37—count 'em—37 commands mapped onto the Dreamcast controller, this is one game that rewards patient gamers.

Rainbow Six

Don't say we didn't warn you...

While it's a mystery why *Rainbow Six* got delayed for the length of a pregnancy, it's an even bigger mystery why it lacks the multi-player options of its other console brethren. Strangely, however, playing solo actually brings out the true depth of the game—a depth that ultimately cripples the casual gamer. Because *R6* is a complex tactical simulation and not simply an action game, the control scheme is absolutely mind-boggling (nearly 37 commands are mapped onto the standard Dreamcast controller). The obvious negative: it's a pain to learn. And since *R6* is an intricate, endlessly varied game, learning is vital—you can't wing it.

Big on realism, *R6* follows the one-shot-one-kill rule of engagement—and despite a few painful lapses (ever seen a vase stand up to an assault rifle?), the sense of reality is quite effective. *R6* can indeed reward the patient gamer: but be prepared for a long, hard climb to the top of its steep learning curve. **CORD BARRETT SMITH**

PUBLISHER MAJESCO **DEVELOPER** PIPE DREAMS **GENRE** ACTION STRATEGY **PLAYERS** 1 **VMU COUNT** 4+ **ESRB** T **PERIPHERALS** JUMP PACK **PRICE** $49.99

Official Magazine Dreamcast **Score 6** out of 10

PERIPHERALS

Alloy Arcade Stick

It's not often that we get excited about joysticks (did we say that?), but the new Alloy Arcade Stick from Interact—with its shiny die-cast metal design and impressive feature set—is the cream of the Dreamcast crop.

First and foremost, the sturdy-as-hell joystick features arcade-quality buttons and directional switching. While arcade sticks have traditionally been of the no-frills variety, this alloy wonder provides plenty of options. Rather than the Dreamcast's standard six-button layout, there are actually eight programmable buttons on the unit, making it possible to assign complex combo moves to each button and save them for later use. Throw in a neat auto-fire feature (which is even selectable from a button atop the joystick), a VMU slot and a comfy-cozy padded hand rest, and you've got the best of what's out there.

EVAN SHAMOON

COMPANY INTERACT **PRICE** $59.99

Official Magazine Dreamcast

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Comic Mischief
Suggestive Themes

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THIS MONTH

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Crazy Taxi
Dead Or Alive 2 110
Street Fighter Alpha 3
NFL2K
NBA 2K
Rayman 2 111
King of Fighters
Speed Devils
TrickStyle
Striker Pro 2000 112
Armada
NHL 2K
Rainbow Six
Fighting Force 2 114
Hardcore Heat
Zombie Revenge
Plasma Sword 115

CRAZY TAXI

First-person *Crazy Taxi* games can change you: If a tree-shaped air freshener suddenly appears in your car and you can't recall how it got there, start worrying.

Drive The Hidden Peddle Bike

You normally have to beat all the tough Crazy Box challenges to use the speedy peddle bike taxi (or live in a hot, dirt-colored country where they still have rickshaws), but we've got the goods on a cheat that lets you hit the Schwinn from the very start of the game. At the character select screen, choose your character and then immediately press ◀ + L + START three times (before the game actually begins). A little bell jingles, and you'll be driving the pedal bike as the game opens.

Expert Mode

To play using an Expert Mode where no arrows or destination markers appear, press and hold ◀ + L + START as the character selection screen comes up. The word "Expert" will appear in the lower left corner to confirm correct code entry.

Disable Arrow Indicators

To play without arrow indicators, press and hold L + START as the character selection screen appears. You'll get a message reading "No Arrows" in the lower left of your screen if you did it right. Once you start the game and pick up a fare, you'll have no arrow to point you in the right direction—but you'll still see all of the destination markers once they're within viewing range.

Disable Destination Indicators

To be rid of the destination indicators, just press and ◀ + START as the character selection screen appears. You'll see the message "No Destination Mark" appear in the lower lefthand corner.

Another Day Mode

In Another Day Mode, you must transport a variety of different fares (i.e., different from the game's usual fare of fares) to different (see above; same difference) locales—you'll even start in a different spot from the one you would in a normal game. To activate the Another Day Mode, go the character select screen and press the L button once, then press and hold it a second time while you select your character. The message "Another Day" will appear in the lower left corner to confirm correct code entry.

First Person, Remote Camera And Speedometer

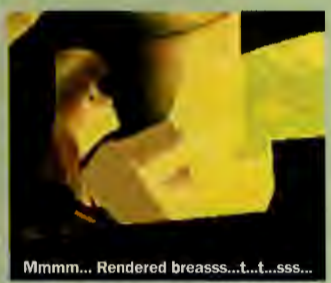
First, plug a second controller into port C on your Dreamcast, and then start a game. After you've selected your driver and the action begins, press the **START** button on the second controller in port C. Now press the B button on the second controller in port C to get a first-person view. Press the Y button on the controller to activate a drop camera view and press the X button to make a small speedometer appear in the lower right of the screen. Return to normal viewing by pressing the A button.

The drop camera view is incredibly dynamic and visually exciting. Unfortunately, you can't actually *play* very well when you're viewing from out here.

DEAD OR ALIVE 2

Original "Nude" Opening

Did you know that a small (in some respects) nude scene was cut from the original cinema for the US release of *Dead Or Alive 2*? Well, if you want to see the opening cinema featuring the entire polygonal surface area of Kasumi as god (or Tecmo) made her, enter **Options** from the Main Menu and set your age to 21. Now go back to the Main Menu and start a game in **Survival Mode.** Get ranked at the end and enter the name **REALDEMO.** Now, just sit back, relax and hope that everyone remembers to knock first.



Mmmm... Rendered breasss...t...t...sss...

Clean Pause Screen

Pause the game at any time and press L, or Y + B, or X + Y to clear the screen of any writing, thus giving you a clear look at the action you paused. This is actually a little trick of the trade for many favorite Dreamcast games (although the button inputs may differ slightly).

Control the Camera During the Victory Pose

During your character's winning pose, press and hold the X button and use the D-pad to move the camera. To zoom in, press and hold the B button and continue using the D-pad to move the camera around.

Bounce! More is better

To increase the "bounce" of those thingies mounted on the chests of *DOA2*'s female characters, enter **Options** and change the age setting to 99 (bounce increases with years added. Ha. Right).

There really is something special about fighting (or 'just talking'... if only this was a dating sim!) in the Aerial Garden at night. Check it out in a Versus game.

Aerial Garden of Delight (er...)

To fight a Versus game in the Aerial Garden level at night, with super-cool fireflies buzzing about, you must first enable the **Level Select** for Versus mode in the **Versus Options** menu. Then, when given your choice of levels, highlight the **Aerial Garden** level and press the Y or L button to choose it.

SFA 3

Play As Shin Akuma

To play as a super powerful version of Akuma with abilities beyond that of the normal, 'real' Akuma, go to the **Character Select** screen in any mode. Once there, highlight Akuma and press and hold **START** while pressing any action button to select him.

At the character select screen highlight Akuma (the supreme master of the fist) on the right side of the screen and then hold **START** while you press an action button to select him.

The new and improved Shin Akuma will be able to pummel ass far more effectively, by pulling off deadly moves like double fireballs. Of course, it's the new and spiffy outfits that will drive the girls crazy.

NFL 2K

Funky Football Cheats

All of the following cool cheats are entered into the **Codes** screen, which is found by entering the **Options** menu on the Main Menu and then choosing the **Codes** option. From the Codes screen, enter the following cheats (using all capital letters, of course) to obtain the desired result.

TURBO
Unlocks the Turbo speed setting found on the Game Options screen under Game Speed.

DEDMAN
Unlocks the Slow-mo speed setting found on the Game Options screen under Game Speed.

SUPERSTARS
Unlocks the All-Star Sega team with perfect starts found before the 49ers on the team select screen.

SCRAWL
Funky text style

SQUEEKY
Commentators breathing helium

LARD
Fat players

After you enter a cheat, select **End** and the cheat will appear on the next screen to confirm entry.

The Codes screen is much like any other name entry-type screen.

Monica "Big Love" Lewinsky, or Delta "The Refridgerator-Freezer Unit" Burke?

The All-Star Sega Team is the highest rated team in the game. Of Course. Like it would suck.

NBA 2K

Monstrous players are what you'd get if you crossed Shaquille O'Neil with an inflatable air mattress and found a good place to stick the nozzle of an air pump...

MONSTER
Monstrous Players

From the Main Menu choose **Options,** and from here select the **Codes** option to enter the Cheat Code entry screen. At this screen, enter any of the following codes to get a variety of wacky effects including a hidden outdoor playground court.

FATHEAD
Giant Heads

SQUISHY
Squished Players

LITTLEGUY
Micro Players

COACHOUCH
Ouchy Coaches

BIGFOOT
Bigfoot (big feet)

DOUGHBOY
Dougboys (fat players)

BEACHBOYS
Beachball sized ball

DEVDUDES
Superstars (hidden teams): If you're playing as one of the development teams, and they are the home team, you'll play at the playground.

Remember: When entering a code *use capital letters only,* and when you've entered it correctly you will be presented with the usual message indicating that the cheat has been unlocked.

RAYMAN 2

The Globox mini-game can be quite fun and addictive. But be sure to read all the rules before you play.

hidden mini-game and shake down your friends, right after you put in the *Rayman 2* disc—even if it's for the first time. To unlock the mini-game, wait for the Title screen to appear after you turn on your Dreamcast, or press **START** to make it appear if the demo is running. Once you're there, press and hold L + R while you press the B button four times. The music will change, and when you press **START** the Main Menu will include a handy Globox Disc Access option at the bottom. Choose it to play the Globox Mini-game.

Unlock The Globox Disc Mini-Game

This fun little multi-player game featuring Globox and friends is normally unlocked by playing through and finishing the regular game. With the use of the following cheat, you can jump right into the caffeinated

Enter the cheat on the title screen (left), and the music changes. An option to check out the awesome mini-game (which you previously had to beat the game to play) is now yours. *Rayman 2* gets even better!

KING OF FIGHTERS

Alternate Costumes
Giving the characters in *King of Fighters Dream Match '99* a complete fashion makeover is easy: Highlight your persona of choice, press and hold **START** and then press Ⓐ to select. The little portrait onscreen will change when you press **START**—but only if you're playing Kyo, Chris, Shermie, Yashiro, Joe, Andy, Terry, Ryo, Robert, Yuri, Mai or Billy. Everyone else has to stay in the same sweaty duds.

Highlight the alternate character you want and hold START while selecting.

SPEED DEVILS

To access any of the cheats for *Speed Devils*, you must start a race in the specific mode to which the code applies (Arcade or Championship), and then pause the game by pressing **START.** While paused, enter these thrilling cheats...

Cheats are entered when the game is paused. The pause screen changes with each racing mode—and so do the available codes.

All Cars And Tracks
Ⓑ, ➡, Ⓑ, ➡, ⬆, Ⓑ, ⬆
(works only in Arcade Mode)

Infinite Nitros
⬇, ⬆, ⬇, ⬆, Ⓐ, Ⓧ, Ⓐ
(works in any mode)

Extra Money
Ⓐ, ➡, Ⓐ, ➡, ⬆, Ⓑ, Ⓐ
(only works in Championship Mode—enter more than once for more cash)

Skip Current Class
⬇, ➡, ⬇, ➡, Ⓐ, Ⓧ, Ⓐ
(only works in Championship Mode and will immediately end your current race)

Remember, these codes are designed to work with specific racing modes; other modes won't recognize them. In addition, some cheats will return you to the game action even before you finish typing—just ignore the distraction and continue to enter the code. A positive and emotionally validating message will appear if you've done it right.

All cars. All tracks. All yours. And no one tells you to share with your brother.

By entering the Extra Money code several times in a row in the Championship mode, you can accrue enough money to buy a small country. Or Canada.

TRICKSTYLE

Are you still having a tough time beating those final races? Have you put the game away in frustration, resigned to the fact that you'll never see every delightful thing that it has to offer? Well fret no more. Here are the codes for unlocking every locked tidbit of fun in this game (including the standard Big Head mode). To enter any cheat, you must first start a game and then press **START** once the action has started. This will pause the game, so you can access the Pause Menu and select Options. In the Options Menu, select the Cheats option: which will bring you to a cheat entry screen. Just enter all of the cheats below, and they will then be listed on this screen.

TRAVOLTA
Perform tricks without powering up

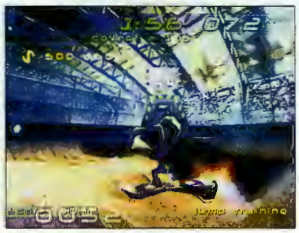
CITYBEACONS
Unlock Everything

INFLATEDEGO
Big Heads

IWISH
Unlimited time to play levels

TEAROUND
Always Win (even when you come in last)

Select a cheat after it has been entered to get a description of what the cheat does. You can also deactivate cheats through this screen.



You would think that having such a big head would throw you off balance, but these guys are talented at keeping their gourds steady.

STRIKER PRO 2000

Control The Ball Manually
Now, this is real cheating! To obtain limited control over the ball in any circumstance, you must first pause the game. Then press ⬆, ⬆, ⬇, ⬇, ⬅, ⬅, ➡, ➡, L, L, L, R, L, R, L. Un-pause the game and return to the action. Now, if you press and hold L + R and then press ⬅ or ➡ on the D-pad, you will move the ball a bit in either direction. Not very far, of course, but maybe just enough to steal it from the opposing team.

You'll see no indication that you entered the code correctly on the pause screen. The only way to tell if the code worked is to un-pause and try to move the ball by holding L + R and pressing ⬅ and ➡ on the D-pad.

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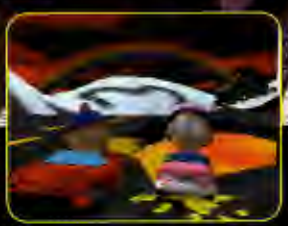

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Sega Dreamcast.

NINTENDO 64

PC CD-ROM

PlayStation

ARMADA

Extra Credits

You're going to need some extra controllers to get this one to work. First, plug two of them into ports C and D on your Dreamcast. Then, while playing *Armada* (do not pause), press and hold START on the controller that's plugged into Port C. At the same time, press A, B, A, B, ↑, ↓ on the controller plugged into port D. Pause the game and check your credits—you should now have 20 of them, if you entered the cheat correctly.

This cheat goes out to all of you DC-lovin' octopuses. And to ambidextrous people with extra controllers.

To see if the code worked, pause the game and check your credits. They should now read 15 or 20.

NHL 2K

Big Head Mode and the Hidden Black Box Team

To activate the goofy Big Head mode and unlock the hidden Black Box Team (featuring the game's developers), you have to be quick—you're only given a couple of brief chances to type in the cheats.

As you view the opener, look for the two bits featuring the Black Box logo. During these fleeting, logo-happy moments onscreen, enter the two cheats described below:

For the first cheat, wait until you see a darkish still screen, containing only the logo. Enter one of the cheats (while it's up for a second or two). The second appearance of the Black Box logo is at the end of the cinema—and this one is animated. You'll enter the other cheat during this bit. When you enter either cheat successfully during the appearance of either Black Box logo, you'll hear the announcer say, "Oh, Black Box Baby!"

Use a controller plugged into port D, and press and hold L + R while you quickly tap in the following codes.

Big Head Mode
B, B, X

Black Box Team
B, A, B, Y

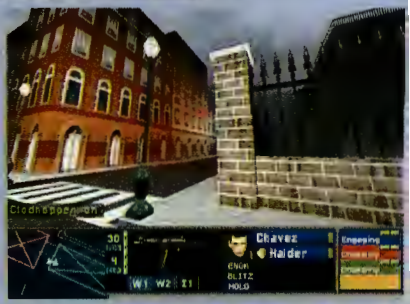
ABOVE More big heads. **RIGHT** Use a controller that's plugged into port D on your Dreamcast, and don't forget to press and hold L + R while you're typing the cheats. The Black Box logo shown here is the first one to appear; it disappears in several seconds. The animated logo you'll see at the end of the cinema hangs around a little longer.

RAINBOW SIX

Anti-Terrorist Codes

All of the following cheats—especially those for the God Mode—will greatly improve your enjoyment of this tough game. All cheats are entered during gameplay (do not pause), and when done correctly they prompt a message to appear on screen. To deactivate a cheat, just re-enter it and you'll get another message saying that the cheat has been deactivated.

L + ↓ + B **Clodhopper Mode** (Toggles big ol' hands.)
R + ↓ + B **Rudeness Mode** (Activates a mode where instant death befalls anyone near you. Note: if you have the "Team God On" code enabled, your men will keep repeating "Watch your fire!")
L + ↓ + B **Victory Conditions** (Activates the victory conditions which prevent the mission from being lost if you trigger an alarm or the terrorists shoot the hostages.)
L + ↓ + A **Team God Mode** (Turns on invincibility for your entire team.)
L + ↓ + A **Avatar God Mode** (Turn on invincibility for your character only, and not for the rest of the team.)
R + ↓ + A **Heavy Breathing Mode** (Turns on heavy breathing.)
L + ↓ + X **Mega Head Mode**
L + ↓ + X **Big Head Mode**
L + ↓ + Y **Stumpy Mode**
R + ↓ + Y **Side Scroller Mode** (Become paper thin.)



Don't pause the game to enter cheats; simply enter them during gameplay (and find a safe place to hide before you start typing). When you've hit the right buttons, the game tells you.

We never get tired of that big head mode. It's so dang funny! Oh no, wait—that's Tom Clancy in his *Top Gun* Halloween costume. Cute booties.

L + ↓ + Y **Brains** (Mess with your team's AI.)
R + ↓ + X **Polska Mode** (Alternate faces for your team.)

FIGHTING FORCE 2

LEFT You enter the cheat at the Title screen. **RIGHT** The Level Select will appear after you start a new game, and will transport you to any point in the game—even the final level! It's like having friends in high places.

Level Select

To unlock a handy Level Select that will let you start from anywhere in the game, wait for the Title Screen (reading "Press Start" in the center) to appear. While on this screen, press ←, ↑, X, ↑, →, Y and the screen should flash white. If you typed the code correctly, you will enter the Level Select when you start a New Game.

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HARDCORE HEAT

Extra Cars & Extra Colors

If you want to unlock some of the secrets that *TNN Motorsports: HardCore Heat* has to offer without playing through it, here's your chance.

Enter the three cheats on the Mode Selection screen and listen for a voice to confirm that you did it right.

The following cheats will unlock a very speedy jet plane that you can actually drive, plus the hard-to-control LE-2001 buggy—and there is also a fourth color set for all of the cars. To enter the cheats, go to the Mode selection screen. Once there, enter one of the following cheats—when you get one of them right, you'll hear the announcer say something encouraging.

LE-2001
Y, X, ➡, ⬅, ➡, ⬅, ⬇, ⬇, ⬆, ⬆

T4 fighter jet
⬅, ➡, ⬇, X (x4)

Fourth Car Color
⬇, ⬅, ⬆, ➡, X, Y, LB, LB

As fast as it seems this jet can go, it never actually takes off. As it turns out, the jet is pretty much the best car in the game.

One of the cheats opens a fourth color for every car in the game (except for the jet and the LE-2001).

PLASMA SWORD

Hidden Characters

The few characters there are to unlock in *Plasma Sword* are pretty cool, and worth checking out. To enable them, start a game in any mode and at the Character Select screen, enter the following while highlighting the character indicated by the cheat.

Evil Gamof
Highlight Gamof and press START + A

Kaede
Highlight Rain and press ⬇, ⬇, ⬅, ⬅, ⬆

Rai-On
Highlight Byakko and press ⬆, ⬇, ⬅, ⬅, ➡, ⬅, ⬆

After you enter the Kaede and Rai-On cheats, they will appear in the upper left and right corners of the Character Select screen.

Meet evil Gamof (note the shifty red eyes; they're clearly looking for trouble). Then run.

Kaede: "Please, Hammer, don't hurt 'em!"

ZOMBIE REVENGE

Alternate Outfits

Yawning over your characters' 'normal' wardrobes? Now you can have loads of fashion fun by choosing from some brand new outfits for each character in the game. All you have to do is highlight a character and then press and hold **START** while you press B, X, or Y to choose them. Once the game starts, you'll see your character wearing some new duds. Of questionable taste, perhaps: but at least they ain't boring.

To get fancy new clothes for your favorite character, all you have to do is press and hold the START button while you select them.

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We were so impressed by the number and quality of video entries to our "Stupid Dance" Contest, mailed in by all of you waaaayyy back in **ODCM Issue #03**, that we've decided to give everyone another shot at the limelight. But this time, we're not going to settle for a one-minute peek at our lovely readers' often inspired, occasionally disturbing gyrations. Instead, we REALLY want to see you put your talent to the test, in your very own (quasi-)commercial for Sega's soon-to-be unveiled SegaNET online gaming network. Yes, this is a cattle call for all those who will be advertising suits in their next life. But that's the next life—so for now, just enter the contest, will ya?

All you need is a VHS tape (please, no 8mm film or Super 8! Anything we receive that isn't VHS will be promptly chucked into the giant black hole/vortex that is Evan's and Chris' mutual 'working area') and someone to hold the video camera, as you and your friends are captured being: a) creative; b) funny; c) informative about SegaNET. Bonus points are yours if you manage to squeeze in a soundtrack and props! We will pick only one winner out of the batch...unless there are just too many top-notch entries to winnow down to one (as was the case in the aforementioned "Stupid Dance" contest). The winner(s) will have their mugs and their SegaNET soliloquies stamped onto the GD-ROM packed with **ODCM**, for our readers' collective viewing pleasure.

So get going! When you have an entry fit to submit, send it to **ODCM's SegaNET Contest**, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Please, no phone calls. The mock commercials will be judged on style, creativity and—um—editorial whimsy (i.e., The state of our various digestions). Keep in mind that once the videotape is in the mail, we can't return it to you. All entries must be received no later than **November 1, 2000**. Good luck to all of you, and may the best future advertising exec win.

WINNERS!
Back in Issue #03, we held a contest...and we received nearly 200 entries. It took a long, long time to watch them all, but it's finally time to announce the results: Winners of our Stupid Dance Contest, we salute you!

1. Danny Codella, CA
2. Da Basement Boys, NY
3. Khakis in Love, IL

Boring stuff our lawyers want you to read...
All entries must be received no later than October 1st, 2000, with the winner being announced on or around December 3rd, 2000. The editors of the Official Sega Dreamcast Magazine will be the judges, and their decision is final. By entering this contest you agree that the Official Sega Dreamcast Magazine, Imagine Media, and the other contest sponsors may use your name and competition entry for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of the Contest or the receipt of a prize, and winners are responsible for income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to Imagine Media, Inc., c/o R. Nelson, 150 North Hill Drive, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary. void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

Next Issue

You know you want it!

Dreamcast GD-ROM INSIDE!

Issue #8 with GD-ROM On sale October 3rd!

SONIC 2

We catch up with His Naka-ness in an exclusive interview and tell-all report on the state of Sega, online gaming and a blue hedgehog's bid to rule the world again!

Online at Last!

Sega.com is finally fully operational. We log on to rate the games and the network, and give you a taste of what it's really like!

... But there's more!

- **Jet Grind Radio** *Rated!*
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- **Sega's gaming future** *Celebrated!*
- **The moon in Shamoon** *Exposed!*

*Miss it and never be homecoming queen. Content (but not quality) of issue subject to change, depending on whether Chris orders the steak or the shrimp.

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Imagine Media, Inc. 150 North Hill Drive
Brisbane CA 94005

EDITORIAL
DCMag@imaginemedia.com

ADVERTISING
415.468.4684 x100 fax 415.468.4686
email: robin@imaginemedia.com

SUBSCRIPTION INQUIRIES
Customer Service
P.O. Box 52850
Boulder CO 80322
email custserv@dreamcastmagazine.com
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ODCM PEOPLE
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Francesca Reyes senior editor
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Evan 'Wild*Side' Shamoon staff writer
Christophe Kagotani Japan correspondent

BACKUP SINGERS/CONTRIBUTING EDITORS
Daniel Erickson, Anthony C. Harris, Noah Massey, Greg 'Best Game Ever' Off[illegible], Jon Preston, Cord Burrell Smith, and S. Tittel

PHOTOGRAPHY J. Grant Brittain, Jude Edgington, Edyn Roberts, Michael Sexton
CONTRIBUTING ARTISTS Naska[illegible] Crippes, Brian Krezel

ADVERTISING
Doug Faust publisher
Ayten Hueslin, Jim Mitchell, Robin Rosales national advertising manager
John Yeargin district manager
Megan Fischer ad coordinator/samba-ette

PRODUCTION
Richard Lesovoy production director
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Robert J. Abramson and Associates, Inc.
720 Post Road, Scarsdale, New York, 10583

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Imagine Media, Inc. 150 North Hill Drive Brisbane CA 94005
(415) 468-4684 www.imaginemedia.com

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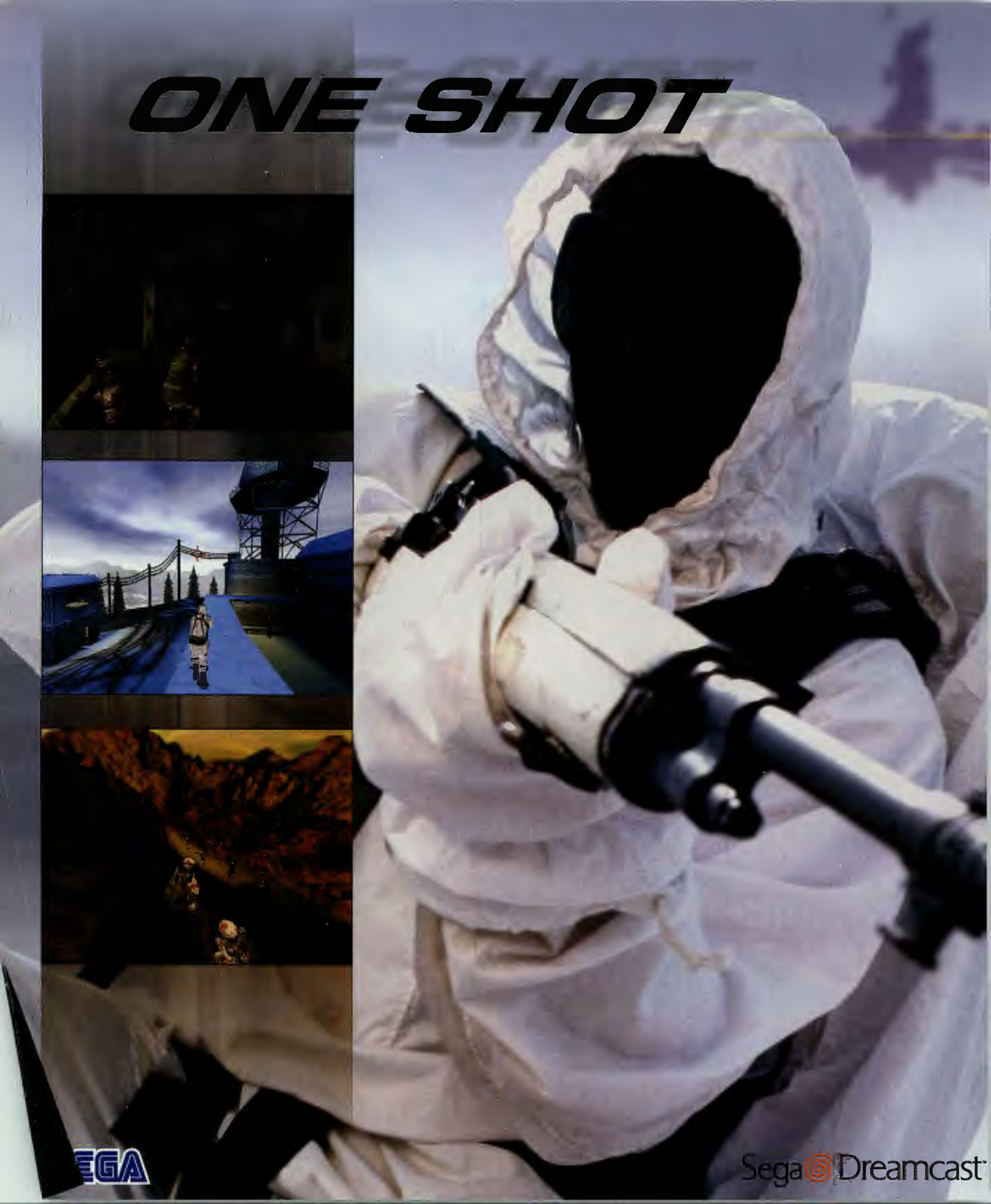

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Sega Dreamcast

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